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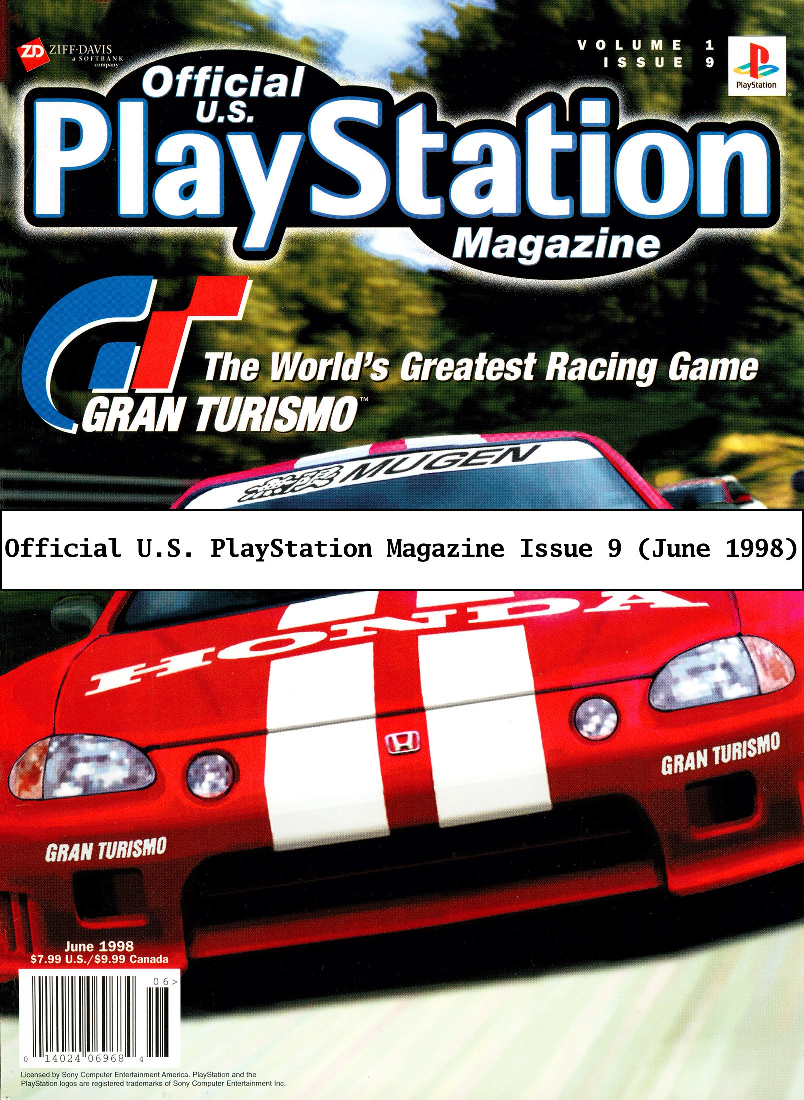
VOLUME 1
ISSUE 9

Official U.S. PlayStation Magazine

GRAN TURISMO
The World's Greatest Racing Game



Official U.S. PlayStation Magazine Issue 9 (June 1998)

June 1998
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VOLUME 1
ISSUE 9

PlayStation

Official U.S. PlayStation Magazine

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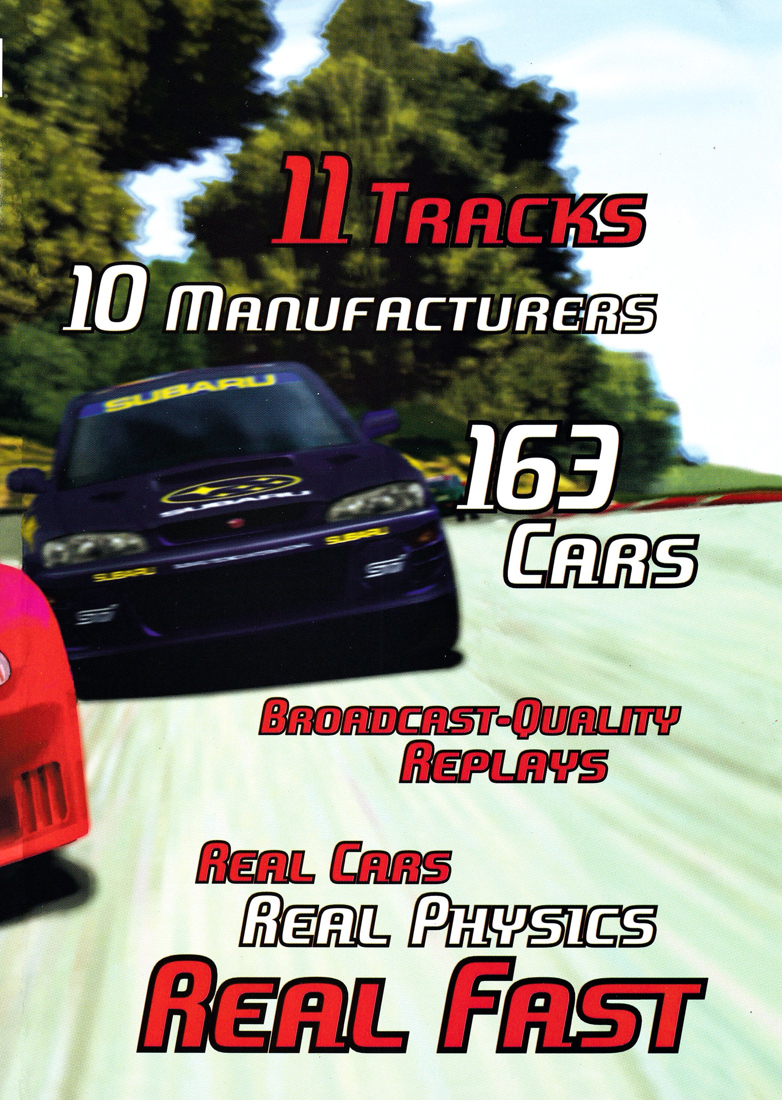
11 TRACKS
10 MANUFACTURERS
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163 CARS
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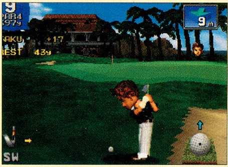
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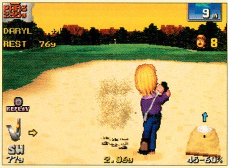
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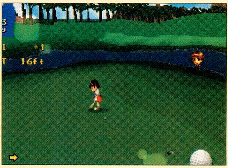

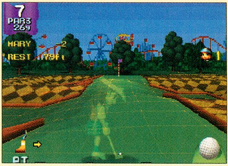
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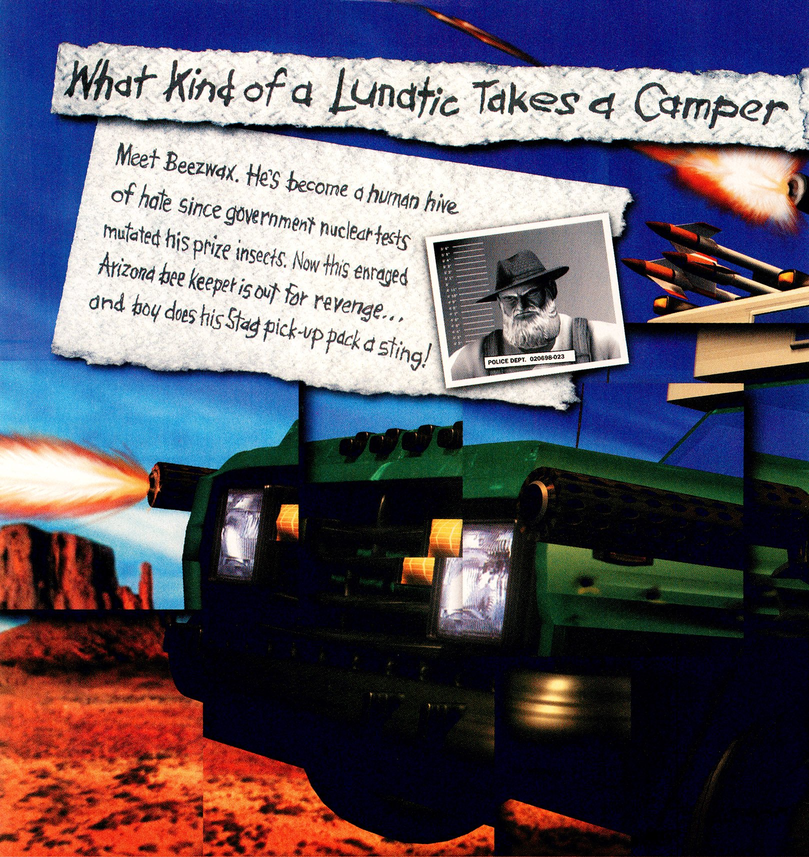

What Kind of a Lunatic Takes a Camper

Meet Beezwax. He's become a human hive of hate since government nuclear tests mutated his prize insects. Now this enraged Arizona bee keeper is out for revenge... and boy does his Stag pick-up pack a sting!

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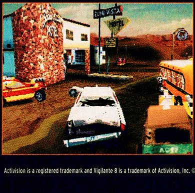

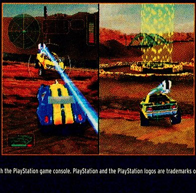

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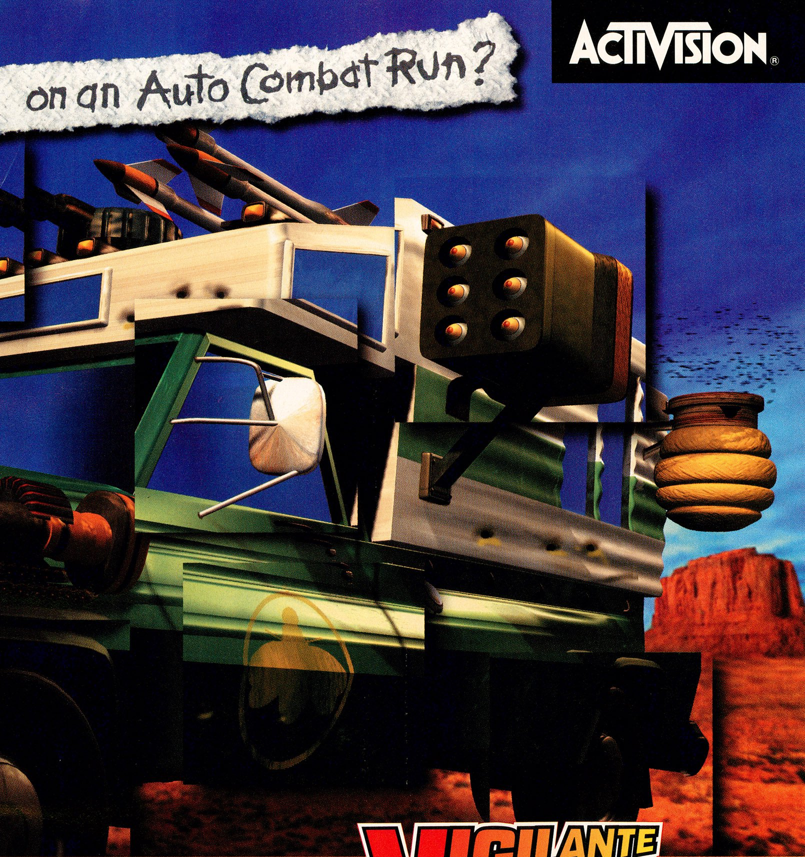

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From the Editor

NEXT
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2624
おれのステップは
もう、とまらなぁーい！
NEXT
STAGE 3
4930
やった!

What started out as a crime against nature has become the lovable *OPM* mascot known as Fishboy. Pictured above: The many faces of Fishboy, from left to right; stuffed Fishboy, screen shots from the Japanese PS game Puyo Puyo Sun and last but not least, the human embodiment of Fishboy himself.

This month, I'd like to let the readers in on an ongoing secret. Many letters and e-mails have poured in wondering what or who is the mysterious figure that has graced the spine of *OPM* from issues 3 to 7. Observant readers may have caught a glimpse of him in the November issue in the International Section. Though no explanation was given as to his/her/its identity or even a reason why "he" was put there in the first place. Now, all can be revealed. He is lovingly referred to in the *OPM* office as Fishboy (no one has bothered to find out what his real name is). To the rest of the world, he is a character from Puyo Puyo which is a Japanese puzzle game series that has been on countless game consoles. To the staff at *OPM*, he is a mystical halfling who brings luck and prosperity to his friends. The PlayStation version of the popular puzzler is called Puyo Puyo Sun and Fishboy is an enemy character you must defeat in order to continue on your quest. Unfortunately, Compile, the developer/publisher of Puyo Puyo, recently went bankrupt in Japan and is seeking a new home for its franchise title. This all went down while I was in Japan covering the Spring Tokyo Game Show (check out the coverage in this month's International section). Seeing that Fishboy was part of the *OPM* family, I had to make sure I brought back some piece of Fishboy to share with the rest of the staff. The stuffed creature you see pictured above is what I brought back. Regardless of the fate the franchise meets, one thing is certain: Fishboy has found a warm and happy home at *OPM,* and judging by the letters and e-mails, the readers love him too. Fight on Fishboy!

mission statement

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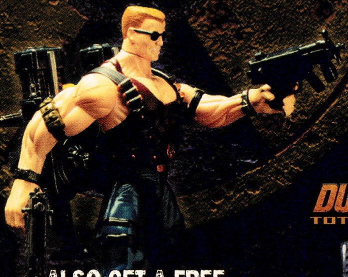

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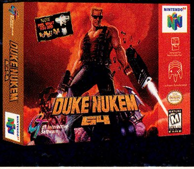

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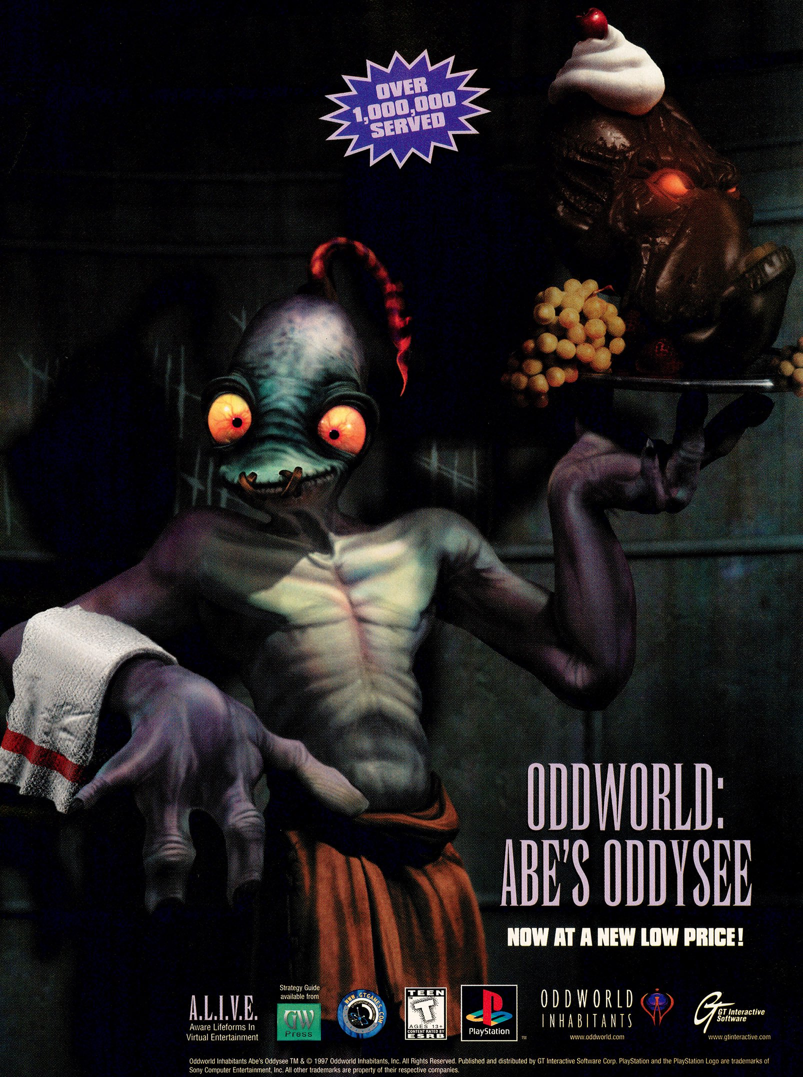
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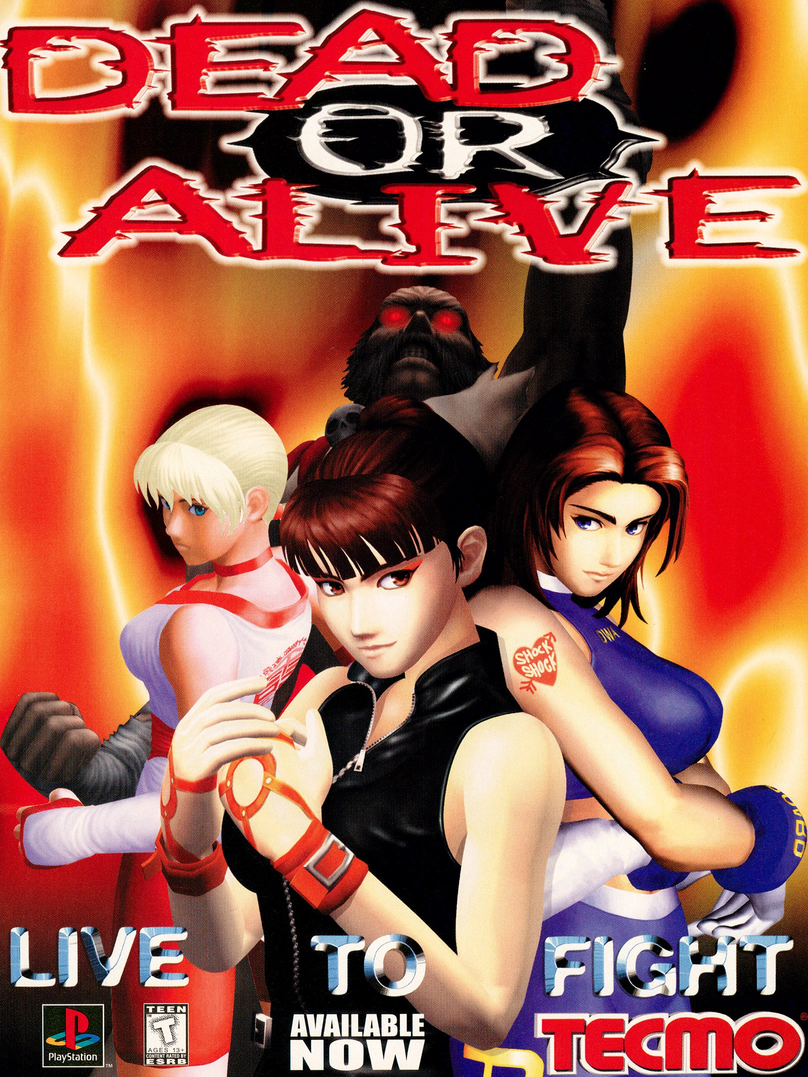
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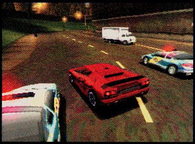

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84 Tekken 3

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Gran Turismo

Find out why import houses have been racing to keep this game in stock with this month's review and strategy guide.

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10 Greatest Racers

Keeping with the racing theme, we continue our 10 Greatest... series to provide you with *the* PlayStation racing resource.

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Metal Gear Solid

Finally, we were able to get our hands on a copy of this hotly anticipated title at the Tokyo Game Show. See if it's worth the hype!

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Parasite Eve

Equal parts Final Fantasy VII and Resident Evil, Square's first horror title is ready to scare the pants off PlayStation owners.

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OK, we've all heard the stories. Now, is the game really as good as everyone says? Find out in this month's in-depth review.

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PS strategy 104

Learn moves for the hidden characters in Tekken 3, and prepare yourself for Gran Turismo with our racing primer!

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Get yourself a heapin' helping o' retro-gaming goodness with the bevy of nifty Pitfall 3D codes in this month's Tricks section. Also featured are Spawn and Gex 2.

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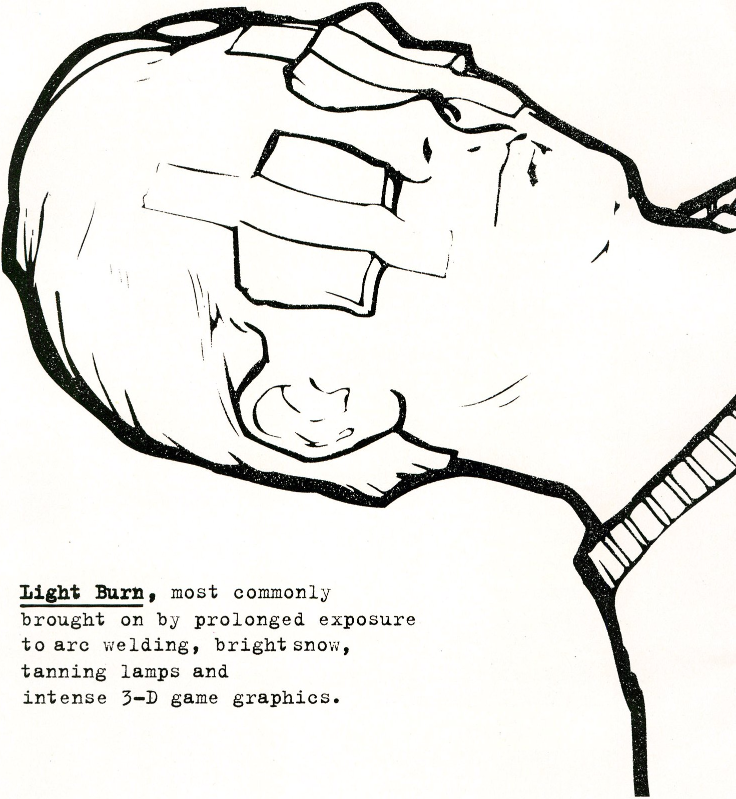
Only a game as popular as BioHazard (Resident Evil in the States) deserves a controller designed specifically for it!



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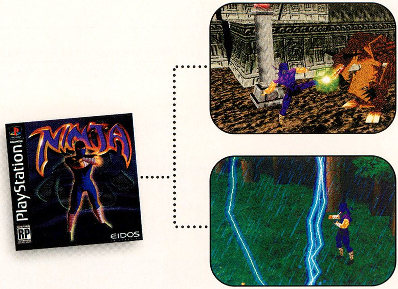
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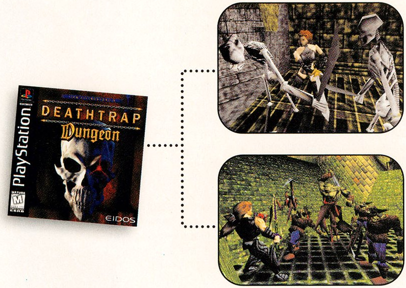
DEATHTRAP
Dungeon
PlayStation
MATURE
M
EIDOS

Light burn. It's the silent injury. Severe pain may not occur until up to six hours after initial exposure to Eidos games like Deathtrap Dungeon and Ninja. At which point, despite all protests, the player must stop playing and be put to rest in a darkened room. Because it's all fun and gameplay until someone loses an eye.

EIDOS
INTERACTIVE

You've been warned.

www.eidosinteractive.com

PlayStation

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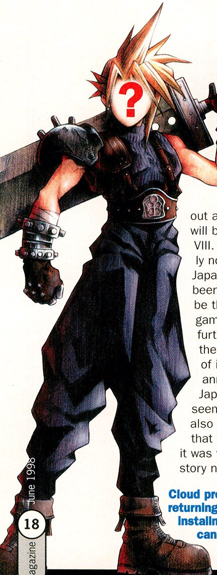
PlayStation News

a monthly wrap-up of all the information for your favorite system

For up-to-the-minute gaming news, check out videogames.com



Cloud probably won't be returning in the next installment, but who can say for sure?

Coming Soon: Final Fantasy VIII

Square gets ready to make an official announcement

It was only a matter of time, but Square has sent out a press release stating that an official announcement will be made soon concerning details about Final Fantasy VIII. It is expected that the announcement will most likely not mention a U.S. time line and solely focus on Japanese scheduling. A specific date has not yet been finalized, but a source says May 15 could be the day Square announces details of the game. Officials at Square commented that no further information would be released before the official announcement. The main tidbit of information made public during this announcement is expected to be about the Japanese release date for the game, but it seems that a story line and featured characters could also be revealed at that time. It has long been rumored that the next installment was well under way and that it was very near completion. We'll have the complete story next month.

Big Numbers

Capcom announced that it had broken an industry record by having an unprecedented 3 million units of Resident Evil 2 sell through in only six weeks. In the United States, RE2 sales have accounted for more than 1 million units since the title's release on Jan. 21. In Japan, it has sold more than 1.9 million units since Jan. 29.

What do you have in common with 9,999,999 people?

SCEA says it has sold a ton of PlayStations

Less than two and a half years after the console's launch, SCEA says it has reached the 10 million mark in PlayStation sales for North America. Similar to what the company did in Japan when it reached sales of 10 million, it is giving consumers a chance to win one of 100 collector's edition midnight blue PlayStation consoles (along with 1,000 Dual Shock analog controllers). Shipments worldwide of the PlayStation console now exceed 30 million, according to SCEA.

PlayStation
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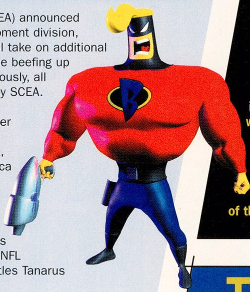
SISA Goes Independent

Interesting changes for Blasto developers



Sony Computer Entertainment America (SCEA) announced recently that its PlayStation and PC development division, Sony Interactive Studios America (SISA), will take on additional "independent publishing functions." It will be beefing up its staff to include product marketing. Previously, all the division's games were handled mainly by SCEA. "This is a natural evolution for SISA, and one more example of the way Sony Computer Entertainment America Inc. is changing the business model in our industry," Kelly Flock, president of Sony Interactive Studios America said in a statement. "Just like an independent music label or film production company, SISA will be able to focus on creative execution in partnership with SCEA's formidable distribution organization." SISA is responsible for such PlayStation games as NFL GameDay, NBA Shoot Out, Blasto and PC titles Tanarus and the 3D Internet RPG EverQuest.

Do the Funky Worm in 3D

Earthworm Jim 3D announced for the PlayStation

Tantrum, a division of Interplay, announced that it will be bringing Earthworm Jim 3D to the PlayStation. Familiar faces from Jim's earlier games like Evil the Cat and Professor Monkey-for-a-face will make an appearance as well as new characters like Earthworm Kim. The adventures will take place in the madcap world of Jim's mind since he was knocked unconscious by a falling cow. There will be six levels (which are said to be very large) which Jim will have to navigate through. Earthworm Jim 3D is set to be released this August.

Stay Away from the Water

ASC confirms new title

As you may have read in our *OPM* guide to 1998 a few issues back, ASC mentioned a new game called Dead in the Water. ASC Games has now confirmed that it is publishing that title for the Sony PlayStation. The game is currently being developed by Player One and is reportedly a hybrid of Twisted Metal and Wave Race 64. Although it's called "in the water," the game actually takes place "on the water." One-player and two-player (via split screen) options will be available when Dead hits the stores in November.

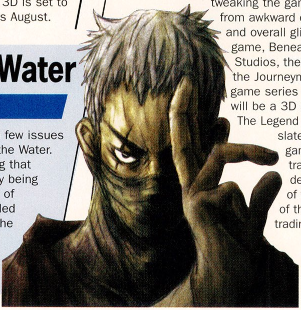
Developer Acquisition

Electronic Arts announced recently that it had acquired Florida-based software developer Tiburon Entertainment. The two companies already had a working relationship—Tiburon developed the PlayStation versions of John Madden Football 98 and NCAA College Football 98 for EA. EA has had a minority stake in Tiburon since April 1996, when it picked up 19.9 percent of the 52-person company. Under the terms of the agreement announced, though, Tiburon becomes a wholly owned subsidiary of EA. Financial terms of the deal were not disclosed.

Tenchu and Friends

Activision announces three new title acquisitions

Activision will be publishing a trio of games—Tenchu from Sony Music Entertainment, Beneath from Presto Studios and The Legend of the Five Rings from Engineering Animation Inc.—thanks to publishing partnership agreements it announced recently. The third-person ninja warfare game Tenchu which was previewed in our last issue, has sold 250,000 units in Japan since its release in that country in February. Activision is said to be tweaking the game which suffered from awkward camera movements and overall glitchiness. The next game, Beneath, is from Presto Studios, the developer behind the Journeyman Project adventure game series for the PC. Beneath will be a 3D action-adventure game. The Legend of the Five Rings is slated to be a role-playing game based on the trading card game developed by Wizards of the Coast, the creators of the Magic: The Gathering trading card game.



FIGHTERS EDGE

ONLY ONE FIGHTING GAME'S BIG ENOUGH TO HOLD THEM BOTH.

PlayStation
X-MEN VS. STREET FIGHTER
CAPCOM

The #1 arcade blockbuster tears into the PlayStation® game console! X-Men vs. Street Fighter pits Marvel's bone-crushing mutants against Capcom's legendary fighters in a slugfest of epic proportions. Perform outrageous moves – from Aerial Guards to amazing Chain Combos. Engage yourself in Capcom's signature control and lightning quick responsiveness. X-Men vs. Street Fighter. The collision of two explosive universes in one fantasy fighter.

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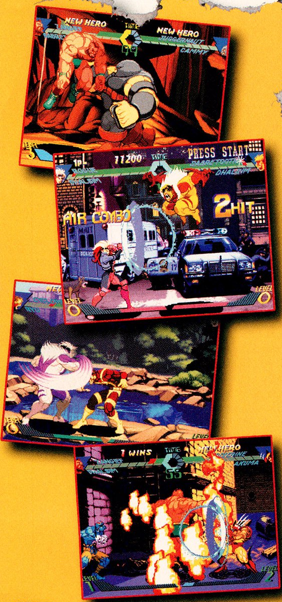
PlayStation ®

BEFORE YOU LAY CLAIM TO HAVING THE BEST FIGHTING GAMES, YOU'D BETTER HAVE

FIGHTERS EDGE



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EARN KILLER STUFF.

Join the ranks of the world's fighting elite in Capcom's Fighters Edge*. It's free. Collect Fighters Edge* proof of purchase points every time you buy a Fighters Edge* game to earn amazing stuff like a Fighters Edge* backpack, skateboard, a free issue of GamePro or other cool gear (see complete rules and regulations for complete list of awards, point values and redemption information). Plus, you'll be signed up to receive special offers and a chance to win killer prizes - like your own arcade machine!

Don't Fight it. Join today and you'll get a Fighters Edge* Kick-off Kit. Just complete the entry form in this ad or send a 3" x 5" card with your name, address, phone number and date of birth to: Fighters Edge*, Capcom Entertainment, 475 Oakmead Parkway, Sunnyvale, CA 94086.

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MARVEL COMICS

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THE BEST FIGHTERS. WE DO.

CAPCOM®

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This is just a quick note to let you know that you had an error in the April issue of *OPM*. The letter "Wait A Minute..." had a typo in the URL.

However, that URL is now wrong anyway, because the site has changed to **http://psx.gagames.com**.

I hope you will print the correct URL in your next issue, so that maybe I can stop receiving 100+ letters a day about the misprinted URL (It gets VERY frustrating). Thanks.
Doug Swisher
Webmaster
PlayStation Arena

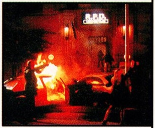
We sincerely apologize for any frustration this error may have caused. (We triple-checked the URL this time to make sure it works!)

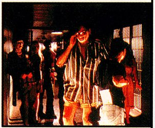
The Contract that Wouldn't Die

Dear *OPM*,

In the Letters section of your April 1998 issue, you mentioned that you are talking with SCEA about putting foreign PlayStation commercials on your disc, and said that the George Romero (*Dawn of the Dead*)-directed commercial would be a great choice.

Well, I hate to be the bearer of bad news, but it'll never happen. Why? Because the agents for the commercial's star, Brad Renfro (*Telling Lies In America, Tom & Huck, Sleepers*), put a clause in his contract stating that he'd do the work if the commercial appears solely in Japan. So this masterful commercial directed by the premier zombie filmmaker will never be seen outside the Land of the Rising Sun because some out-of-touch Hollywood agents thought that a "zombie commercial" might in some way hurt their client's career if seen in the United States.





Well, Hollywood agents, just to let you know, Resident Evil 2 sold more than 300,000 units in its first week on the retail shelves. At 50 bucks a crack, that comes to about $15 million. To date the game has sold more than 2 million units, which adds up to about $100 million. I don't remember Mr. Renfro's last few films making that much money. Mr. Renfro, fire your agents!

In any case, because of dollars and greed, U.S. audiences will be forced to dial up import houses to sneak a peek at this truly amazing commercial. Thanks, Capcom!
Father Brian O'Toole
via e-mail

If you read this month's News section, you'll see that Resident Evil 2 has now broken the 3 million unit mark! It is indeed sad that one actor's contract can prevent most of the world from seeing a commercial based on one of the most successful video games of all time.

Although at this point we're still unable to feature the commercial on our disc, here are a few behind-the-scenes shots of the filming of the commercial. It looks like Romero (bottom) is having the time of his life!

Buried Treasure

Dear *OPM*,

After your recommendation of Nanotek Warrior ["10 Criminally Overlooked PlayStation Picks," issue 7, pp. 88-90], I decided to buy it. I thought about it after seeing it at Wal-Mart for $10 new, but before I could decide, it was gone. Just today I picked it up used for a measly $7.99 at Electronics Boutique, and I love it. Even my girlfriend likes watching it (I bored the hell out of her with Resident Evil 2 and Street Fighter Alpha 2). So thanks to you, I made a good purchase. Thanks!
Wanker99@aol.com

Several readers have written to us now to thank us for this feature. In addition to Nanotek Warrior, we've received letters about Power Move Pro Wrestling, Motor Toon Grand Prix and Star Gladiator. We're happy that we've been able to introduce so many people to these lesser-known titles. You'll be seeing new installments in our 10 Greatest... series for months to come.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out? Let us know!
To get special attention as far as design and content issues go, label your letters or e-mails with the heading: *PlayStation Magazine* suggestions c/o the *Official U.S. PlayStation Magazine* at the addresses on the next letters page.
We can't wait to hear from you.

It's Showtime

Compete for Championship Titles
Win big bucks and use the dough to buy upgrades and repairs

Revolutionary Track Editor
Create and store 30 custom tracks on a single Memory Card with Track Editor

Death-Defying Moves
Jumps, stunts, hairpin turns, and bone-crushing wipe-outs

Furious All-Terrain Racing
Sand, mud, water, gravel, and ice effect handling and speed

Race Against a "Ghost Rider"
Compete against a ghost rider simulation of your best time

Get a Grip
Plug in a Sony Analog Controller for precise handling.

JEREMY MCGRATH
SUPER CROSS™
98

YAMAHA
BELL
Showtime
Tech Series

Jeremy "Showtime" McGrath
7-Time AMA Motocross Champion

sweat the details™

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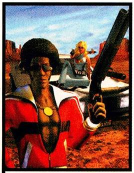
Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "*OPM* Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

Psych 101



Dear *OPM*,

The cover of your April issue has negative racial overtones which I find highly objectionable. Essentially you are depicting a scene of interracial violence.

To me, the image of the "blaxploitation"-style character is not necessarily offensive in and of itself. He fits the context and theme of the game, where one would expect outrageous and violent imagery.

What *is* offensive is the woman aiming the gun at his head. This plays into all sorts of negative racial stereotypes and fears. The only reason she appears to be threatening him is because of his race, and it seems to imply that he is guilty of some wrongdoing solely because he is black. (If it were a white man in the identical pose, is there any chance she'd be aiming the gun at him?)

It is important to realize that the United States and many other countries have had a history of racial violence and discrimination. Much of the historic violence perpetrated against blacks (as well as other minorities) is not as well-remembered as it should be. Furthermore, in light of the current racial climate in the United States, I find this image very irresponsible.

G. Harris
harrisgrafx@worldnet.att.net

We completely agree that one should not take lightly the racial climate in the United States (and indeed worldwide). But interpreting this image as depicting interracial violence is missing the point completely.

Obviously, the image is actually depicting inter-GENDER violence, since the blond character is female and the dark-haired one is male.

Or maybe the image just indicates that the characters come from rival gangs, and therefore the scene makes perfect sense in the context of the game. It's interesting that one would read such a forceful and negative meaning into an image which is at best ambiguous. It's sort of a Thematic Aperception Test (like Rörschach, but with pictures), when you think about it.

Remember, information is usually open to many interpretations. What you take from it says as much about your own subconscious as it does about the information itself.

**** *******!

Dear *OPM*,

First of all I'd like to scream, "**** CENSORSHIP!!!" in big, bold capital letters. We've got the Bill of Rights to back us up and it gives us the freedom we so very much take for granted.

Censorship is a very contagious freedom-killing disease that kills art, beauty, poetry and literature. Creative censorship is OBSCENE, crass, filthy and ignorant. Censorship imprisons people, it puts shackles on our hands, it puts blindfolds across our eyes, it plugs our ears and gags our mouths.

I can go on forever about the EVILNESS of censorship, but I'd only like to thank very much the video game companies and designers and all the other people involved for making it possible to play all these awesome games uncensored. Thank you.

Steve Hernandez,
Yuba City, CA

We're very grateful that we don't have to put up with that ****ing censorship *, as well. As a more adult-oriented magazine, we're able to say whatever the **** we want, and we're really ****ing proud of it! So, censors, **** ***!***

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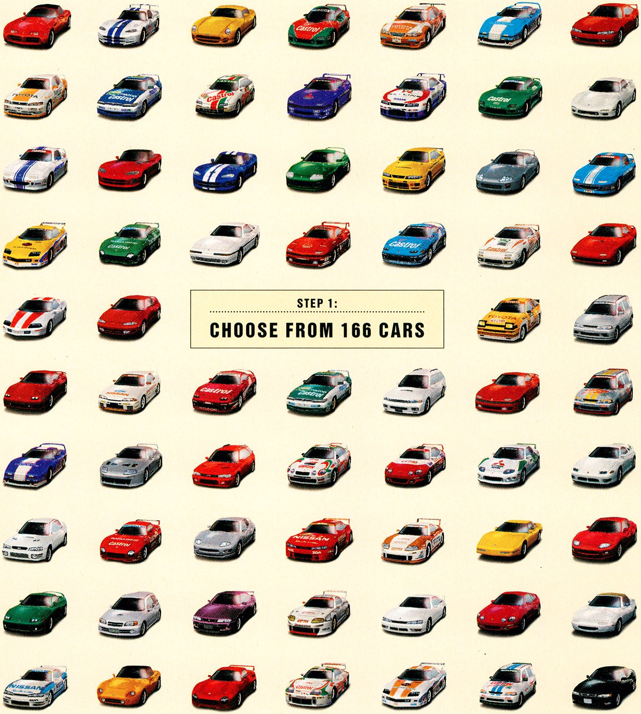
GRAN TURISMO™

THE RACE IS ON

AN INSIDER'S GUIDE TO MASTERING GRAN TURISMO

STEP 1:

CHOOSE FROM 166 CARS

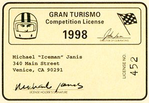


Wanna see the other 99 cars? Play the game.

INTRODUCTION: 166 CARS, 11 TRACKS, 1 CHECKERED FLAG

So you think you're a good driver? Can you thread the needle at 140 mph? Up for that? C'mon, leadfoot, put your skills to the test with the most realistic, in-depth, graphically rich racing game ever designed for the PlayStation® (or any gaming system): Gran Turismo.™ Choose from arcade mode, go head-to-head or compete on the GT Circuit. That's where the racing experience really comes to life as you drive for cash and then modify your car to go as fast as you can handle. Real racing pales in comparison.

STEP 2: GET A LICENSE


GRAN TURISMO
Competition License
1998
DIRECTOR OF CLUB RACING

Michael "Iceman" Janis
340 Main Street
Venice, CA 90291

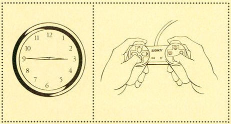
LICENSE NO. 452

Michael Janis
LICENSE HOLDER'S SIGNATURE

The Gran Turismo circuit is so competitive you can't even leak a drop of oil on the track until you've earned your license through a grueling qualifying series. Be sure to practice. Trust us, you'll need it.

STEP 3: HANDLING YOUR CONTROLS

Use a clock as a reminder of correct hand positioning on your controller. Your left hand should be at 9:00 and your right at 3:00. *Note: Avoid digital clocks and watches for this exercise.*



KEEP HANDS AT 9:00 AND 3:00

STEP 4: THE PHYSICS OF CORNERING

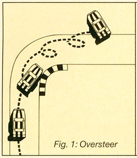


Fig. 1: Oversteer

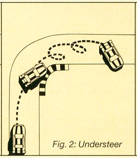


Fig. 2: Understeer

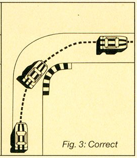
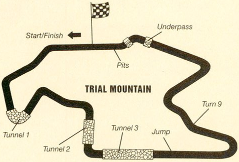


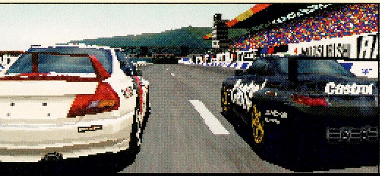
Fig. 3: Correct

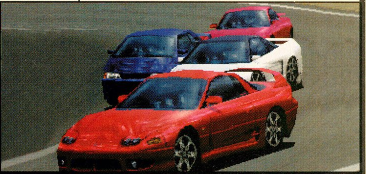
Hope you paid attention in physics class. Because the racing in GT is so realistic, it's based on the actual suspension, braking and engine systems of over 160 cars, as well as the dynamics of the track. Don't oversteer (fig. 1, rear wheels sliding out) or understeer (fig. 2, plowing with the front wheels). Find the right apex (fig. 3, correct turning angle) and accelerate vigorously (kick major tailpipe).

STEP 5: TEST THE TRACKS



Map the turns and braking paths before you hit the tarmac. Then test your car on all 11 tracks without the threat of competition around. You're trying to learn the course, not how to lose. Here's a tip: Take Trial Mountain's ***first two turns at full speed.***





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EVERYONE
E
CONTENT RATED BY ESRB

STEP 6:

RACING FOR COLD, HARD CASH

As a winning Gran Turismo driver, you'll find your bank account growing with every race. But don't treat your friends to lobster and caviar just yet; you'll want to sell that Subaru wagon you're driving and buy a new, faster car. Like a Dodge® Viper. And Vipers don't come cheap.

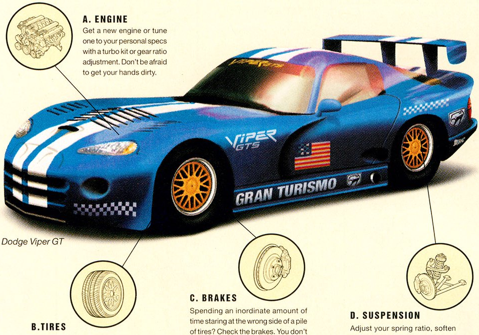
The more you win,
the more money you make.

The more money you make,
the faster you go.

The faster you go,
the more you win.

STEP 7:

CUSTOMIZE YOUR CAR



Dodge Viper GT

A. ENGINE
Get a new engine or tune one to your personal specs with a turbo kit or gear ratio adjustment. Don't be afraid to get your hands dirty.

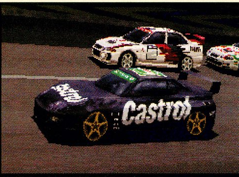
B.TIRES
Improving splits may be as simple as making a pit stop for a quick tire change. The time you sacrifice is often made up with the control you gain.

C. BRAKES
Spending an inordinate amount of time staring at the wrong side of a pile of tires? Check the brakes. You don't have to be a crew chief to know that.

D. SUSPENSION
Adjust your spring ratio, soften your damper or decrease your camber force. Don't know what all that means? Learn fast or lose.

Spend some of your winnings on upgrades for your car. Try new brakes, a stiffer suspension or a turbo kit. Then machine-test your car to see how it's improved. Or not. Store all your customizations on a PlayStation memory card. It's a small price for a checkered flag.

ENGINE	*600hp, 8.0 liter, V-10*
TIRES	*F285, R335*
SUSPENSION	*multi-link*
MAX SPEED	*221 mph*
PRICE	*$125,000*

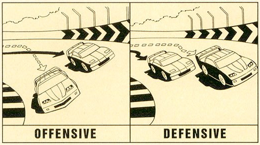


PlayStation®

www.playstation.com

STEP 8: OVERTAKING

Any driver worth his salt can pass in the straights. It takes skill to rule the turns. For an inside offensive move, ***take an early apex*** and use your exit speed to pass. Or watch your opponent's defensive line and pass when you ***spot a weakness.***

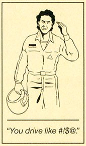


STEP 9: LEARN THE LINGO

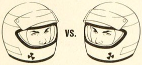
"I'm driving the big yellow bus that's gonna take you to school."

"You're more Gran-Ma material than Gran Turismo."

"You spend so much time in my exhaust you must enjoy the aroma of my stinky tailpipe."



STEP 10: GO HEAD-TO-HEAD



All your long hours of practice will be rewarded when you thrash your buddies in GT's ***two-player mode.*** And with PlayStation memory cards, you and your friends can race cars you've customized in your own personal garages. The action is just as fast, but the victory is twice as satisfying.

STEP 11: UPGRADE YOUR SYSTEM

DUAL SHOCK™ ANALOG CONTROLLER

The new Dual Shock Analog Controller brings the thuds and crunches of racing to life. Skid-out and it squirms in your hands. Crash into a pile of tires and it whips violently. And GT is just the first of many games that will take advantage of this new technology. It'll change the way you feel about PlayStation.

STEP 12: AHHH, WINNING

THE SWEET TASTE OF VICTORY

Relive your winning races, or defeats, again and again with GT's replay mode. Be sure to enjoy your moment of glory while you can, because victory is fleeting and, as the adage goes, second place is just a nice way of saying you're the first of the losers.

THE RACE IS ON.

GRAN TURISMO™

PlayStation Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

1 Resident Evil 2

Publisher: Capcom **Last Month: 1**
Genre: Adventure **Release Date: Jan. 1998**

Standing firm at number one is Capcom's zombie masterpiece. But with games like Parasite Eve lurking in the halls, how long can its undead reign last?

2 WCW Nitro

Publisher: T*HQ **Last Month: 2**
Genre: Wrestling **Release Date: Nov. 1997**

Nitro plants its feet at number two, not budging an inch from last month. Will the upcoming WWF Warzone toss Nitro out of the ring? Only time will tell.

3 Final Fantasy Tactics

Publisher: SCEA **Last Month: 14**
Genre: Strategy/RPG **Release Date: Jan. 1998**

Leaping 11 spots from last month is Squaresoft's complex strategy role-playing game set in one of the world's most often-visited RPG universes.

4 Crash Bandicoot

Publisher: SCEA **Last Month: 5**
Genre: Platform **Release Date: Sept. 1996**

With the renewed advertising for the Greatest Hits line, more and more new owners are picking up a copy of PlayStation's first mascot platformer.

5 NASCAR 98

Publisher: EA Sports **Last Month: 8**
Genre: Racing **Release Date: Sept. 1997**

As the racing season revs up, NASCAR fans are strapping themselves into the driver's seat of one of the most exhaustive racing simulations ever.

6 NBA Live 98

Publisher: EA Sports Last Month: 7
Genre: Sports Release Date: Sept. 1997

Rebounding a bit from number seven, NBA Live 98 is probably showing stronger numbers simply because b-ball season is now in full swing.

7 Crash Bandicoot 2

Publisher: SCEA Last Month: 3
Genre: Platform Release Date: Oct. 1997

Crash keeps moving around a bit, but with both games in the Top 10, don't expect him to hang up his running shoes anytime soon.

8 Frogger

Publisher: Hasbro Int. Last Month:–
Genre: Platform Release Date: Oct. 1997

RE-ENTRY

Everyone's favorite frog hops back onto the charts after a one-month hiatus, showing sales numbers which are stronger than ever.

9 Tomb Raider II

Publisher: Eidos Last Month: 4
Genre: Action Release Date: Nov. 1997

Lara takes a bit of a dive from last month, but rumors about the next Tomb Raider may help her maintain her strong positioning.

10 NFL GameDay 98

Publisher: SCEA Last Month: 6
Genre: Sports Release Date: Aug. 1997

Now that football season is just a fading memory, PlayStation owners are turning to more summer-oriented sports.

11 Jet Moto

Publisher: SCEA Last Month: 9
Genre: Racing Release Date: Nov. 1996

CHECKPOINT

Dropping back to the number 11 spot after a one-month surge, Jet Moto still remains one of the PlayStation's most unusual racers.

12 2Xtreme

Publisher: SCEA Last Month: 15
Genre: Racing Release Date: Nov. 1996

Another testament to the power of the new Greatest Hits ad campaign, 2Xtreme muscles its way up a few more notches.

Send your votes for the readers' 10 most wanted games to:
Official PlayStation Magazine
Attn: Readers' 10 Most Wanted
1920 Highland Ave.
Lombard, IL 60148
or e-mail us at: dindo_perez@zd.com

13 Cool Boarders 2

Publisher: SCEA **Last Month:** 13
Genre: Racing **Release Date:** Nov. 1997

In spite of the onset of spring, gamers are still shredding the slopes in SCEA's intense snowboarding experience.

14 Jet Moto 2

Publisher: SCEA **Last Month:** 10
Genre: Racing **Release Date:** Nov. 1997

After spending a month just beneath its predecessor, Jet Moto 2 starts to slip off the track, sliding four spots to number 14.

15 March Madness 98

Publisher: EA Sports **Last Month:** –
Genre: Sports **Release Date:** Dec. 1997

This month's one and only actual debut, March Madness bounded up the charts while the real-life tournament was going on.

16 Twisted Metal

Publisher: SCEA **Last Month:** 16
Genre: Action **Release Date:** Nov. 1995

The success of another Greatest Hits title proves that lower prices do mean bigger sales. Take that, cartridge manufacturers!

17 Final Fantasy VII

Publisher: SCEA **Last Month:** 11
Genre: RPG **Release Date:** Aug. 1997

Now that just about everyone knows how FFVII ends, gamers are turning to new adventures. Will word of Final Fantasy VIII bring them back?

18 Tekken

Publisher: Namco **Last Month:** 18
Genre: Fighting **Release Date:** Nov. 1995

Fighting fans are brushing up their skills for the new challenge of Tekken 3. T3's Theatre Mode adds another reason to buy the original.

19 Air Combat

Publisher: Namco **Last Month:** –
Genre: Action **Release Date:** Sept. 1995

Namco's classic game of, well, air combat makes a major comeback. We predict the chart appearance of Ace Combat 2 in the coming months.

20 Twisted Metal 2

Publisher: SCEA **Last Month:** 17
Genre: Action **Release Date:** Nov. 1997

TM2 is still clinging to the Top 20, but with Vigilante 8, TM3 and a similar new Single Trac game on the way, the future doesn't look bright.

Source: NPD TRSTS Video Games, February 1998
Call them at (516) 625-0700 for questions regarding this list.
Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

ASC GAMES PRESENTS

10 Most Wanted

As compiled by our attractive, intelligent readers

1 **Gran Turismo** If you've only played the Japanese version, hold onto your hat!

2 **Parasite Eve** After Final Fantasy VII, readers are hungry for anything Square puts out.

3 **X-Men vs. Street Fighter** The fact that it won't be arcade-perfect doesn't deter fans.

4 **Tomorrow Never Dies** Gamers are hopeful for a title to beat Nintendo's GoldenEye!

5 **Legacy of Kain: Soul Reaver** A full overhaul of one of the PlayStation's darkest games.

6 **Parasite Eve** Squaresoft fans are slavering for a U.S. release of this dark game.

7 **Messiah** Shiny's promise to work miracles with the PS hardware has turned some heads.

8 **NFL Xtreme** It looks to be the first Blitz-style football game for the PlayStation. 'Nuff said.

9 **Duke Nukem: Time to Kill** Duke aficionados are eager to see him in true 3D!

10 **Tomb Raider III** The rumor mill is churning, leaving fans salivating.

Send in your votes!

Your pics could win you some cool stuff from ASC!

Send in your votes for most-wanted games and you'll have a chance to win a free game from ASC every month! Send your lists to:

Readers Most Wanted c/o
The *Official U.S. PlayStation Magazine*
1920 Highland Ave Suite 222
Lombard, IL 60148
Please include your name and address!

The winner for June is:

Kenneth Chui ***Columbus, Ohio***

Congratulations! Your game is in the mail!

Editors' Top 3

What we've been playing instead of working

1 **Tekken 3** A screening of *Only the Strong* had us all doing the Eddy Gordo *jinga*.

2 **NFL Blitz** "Oh, that was completely uncalled for!...but a lot of fun to watch!"

3 **Gran Turismo** We'd all like to drive like this in real life.

THE FACE OF FIGHTING.
鉄拳
TEKKEN 3™
TEEN
AGES 13+
CONTENT RATED BY ESRB
PlayStation
namco®

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Cardinal SYN

How deadly is this SYN?

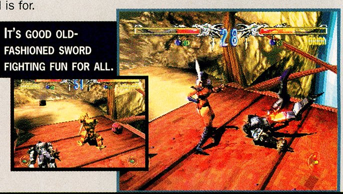
up	Move inward
Vertical attack	△
down	Move outward
Standing block	○
left	Move left
Horizontal attack	□
right	Move right
Low attack	✕
R1	Jump
Shove	L1
R2	Stun block
Roam	L2

There's an awful lot of fighting games on the market today, and after a while, they may start to look the same. When this happens, you need a game that gives you the warm satisfaction of smashing someone's brains in. That's what Cardinal SYN is for.

In this demo, you can choose to play as two characters: the giant knight Vanguard or the scantily clad Orion. Both wield big ol' blades for some high-level smashing.

By holding down the Roam button, you can run freely around the arena. This allows you to flee from attacks and to charge around behind your opponent.

Scattered on the ground, you will notice boxes and treasure chests. Run over them to break them open and collect what's inside. You will find special attacks and weapon power-ups that will help you dish out more hurt on your unexpecting opponent.



IT'S GOOD OLD-FASHIONED SWORD FIGHTING FUN FOR ALL.

STATS					
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	95%	June	SCEA	Kronos

Vigilante 8

Driving and shooting '70s style

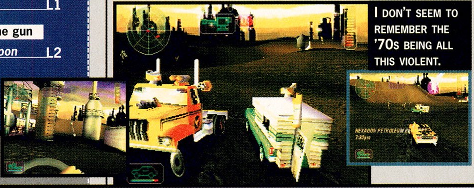
up	Accelerate
Change view	△
down	Brake/reverse
Not used	○
left	Move left
Weapon select	□
right	Move right
Accelerate	✕
R1	Tight right
Tight left	L1
R2	Machine gun
Selected weapon	L2

Video games have long been mixing driving and shooting to bring gamers the fantasy of blowing everyone else off the road (let's face it, we've all thought about it). Now, Activision is taking a new spin on the familiar theme with Vigilante 8, their new entry into the automotive combat genre.

V8 takes place in an alternate universe version of the '70s, where folks drive around in souped-up muscle cars sporting an arsenal worth of weaponry. Race around and shoot everyone, and you will survive. It's as simple as that.

You begin play by choosing to drive either a '75 Palamino or a '70 Stag Pickup. You are then dropped into an oil refinery to do battle. Drive around blasting the other combatants and picking up special weapons. You will really need to find some power-ups to survive.

If you pay close attention, you will notice that just about everything in the environment can be destroyed. Keep shooting at something long enough, and it will go boom. For instance, blast the flame-shooting pipes, and they will momentarily pause, allowing you into a hidden area. Likewise, if you start to take damage, it will reflect on your vehicle's appearance. Pieces of your car will just fall right off if you mistreat it.



I DON'T SEEM TO REMEMBER THE '70S BEING ALL THIS VIOLENT.

STATS					
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1 or 2	100%	Now	Activision	Luxoflux

not cool
thumb control pads • wheels you sit on • designer joysticks
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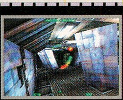


Forsaken

Prepare for motion sickness

up	Nose down
Hover up	△
down	Nose up
Jink right	○
left	Move left
Jink left	□
right	Move right
Hover down	✕
R1	Move forward
Energy weapon	L1
R2	Move backwards
Special weapon	L2

First-person shooters (or "Doom clones" to use a more stereotypical term) have become an industry standard. A game in this category had better stand out in order for it to be noticed. Forsaken takes an idea from the old game Descent (full 360 movement) and greatly expands it.

In this playable demo, you are trapped inside a volcano that is growing rather unstable. Don't get too disoriented as you fly your ship through the twisting maze-like caverns looking for an exit.

Of course, getting out isn't going to be that easy. There are dozens of enemy drones determined to do you in as well as burning hot lava.

Along the way, pick up special weapons during your escape to knock down anyone that gets in your way.

IT MOVES SO SMOOTH, IT MAY MAKE YOU SICK.

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	100%	Now	Acclaim	Probe

N20

Just like Daddy used to play

up	Change weapon
Shield	△
down	Not used
Fire weapon	○
left	Move left
Firewall	□
right	Move right
Fire laser	✕
R1	Zoom in
Zoom out	L1
R2	Jump
Brake	L2

Fans of old-school games may want to take note. While N20 is a new game for the PlayStation, it feels just like an arcade shooter from the golden days of video games.

In the game, you pilot a fighter ship that glides through long tunnels infested with giant, killer insects. You have the ability to move your ship along all sides of the tube, making the game feel much like the classic arcade shooter, Tempest.

There are multiple ships to choose from and plenty of power-ups to be had. Collect special weapons to use in addition to your standard lasers. Whenever you shoot a bug, they drop a coin into the tunnel. Shoot the coin, and it increases in value before you collect it. At the end of the stage, you cash in the coins for points and firewalls. The firewall is a blast of flame that engulfs the tunnel's walls and eliminates any enemy in its path.

Another interesting feature is the Tutorial Mode that automatically pauses the game at key points and explains to you what's going on and how you can do better. While it may sound like an annoying feature, it comes in quite handy when you first play the game (of course, you can always turn it off).

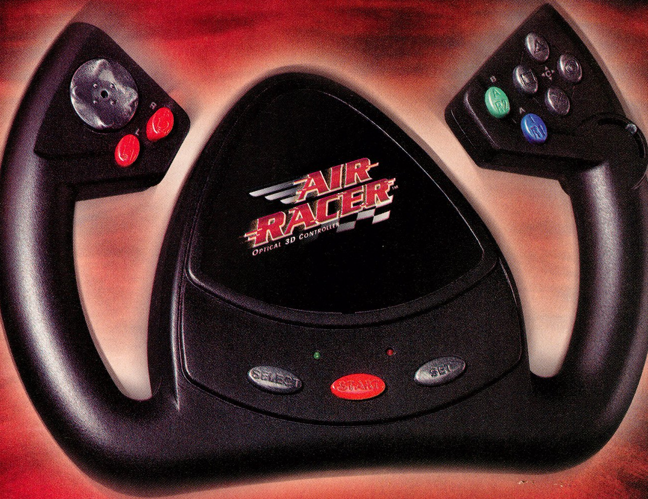
Old-school gameplay and an emphasis on score gives N20 tons of replay value.

PAY CLOSE ATTENTION, BECAUSE THIS GAME MOVES FAST.

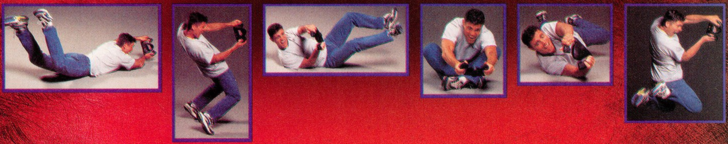
STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Shooter	1 or 2	95%	June	Fox Int.	Gremlin

way cool


AIR RACER™
Optical 3D Controller
SELECT
START
SET

your air·moves control the action



go vertical, veer right, jump hyperspace – all in mid-air – with any action game

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TOCA

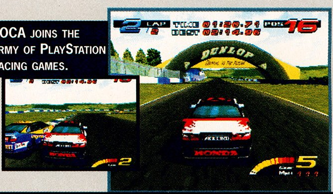
Realistic racing in your own home

up	Not used
Change camera	△
down	Look behind
Horn	○
left	Steer left
Brake/reverse	□
right	Steer right
Accelerate	✕
R1	Not used
Not used	L1
R2	Not used
Not used	L2

Gamers who have been around the block a few times should know the name Codemasters. They have been programming games since the days of the NES. One of their most popular games is the bird's-eye view racing game, Micro Machines (which was recently ported over to the PlayStation).

Now, Codemasters is delivering a decidedly more realistic racing game to the PlayStation. It's TOCA Touring Car Championship, based on the actual British racing event. The game features real drivers, teams, cars and tracks to give an accurate simulation.

While the controls may seem a bit tricky at first, you get used to them after a little while. Plus, the game also supports the steering wheel and analog controls for more precise movement. Codemasters proves that they can also do serious racers.



TOCA JOINS THE ARMY OF PLAYSTATION RACING GAMES.

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1	95%	3rd Qtr.	EA	Codemasters

Dead or Alive

There's more than just bounce

up	Jump
Punch	△
down	Crouch
Kick	○
left	Retreat/Guard
Hold	□
right	Advance
Punch	✕
R1	Hold+punch+kick
Hold+punch	L1
R2	Hold+kick
Punch+kick	L2

On our last demo disc, we gave you a mere glimpse of Dead or Alive. Now, you can try the game out for yourself and see that there's more to it than just bouncing breasts.

Since there is such a vast array of moves for each of the three playable characters, we decided to give you a short moves list so you can get a little more enjoyment out of the demo. Remember, the moves listed here are just a fraction of the ones available. Experiment to discover more.

Lei Fang:

Chiki Screw Back Kick
◀ ● ●

Double Hands
▶ ▶ ▲

Knuckle Part
▶ ◀ ▲

Shoulder Bash
◀ ▶ ▲

Atomic Punch
▶ ◀ ▲

Kasumi:

Rising Swallow
▶ ▶ ▲ + ●

Roundabout
▼ ↘ ▶ ▲

Hawk's Phantom
▼ ↙ ◀ ■ + ●

Flaming Candle
▶ ▶ ■

Flying Swallow
▶ ▶ ■ + ●

Jann Lee:

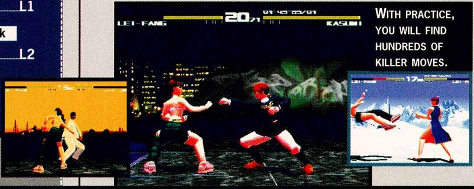
Dragon Blow
▼ ↘ ▶ ▲

Dragon Kick
▼ ↘ ▶ ●

Double Head Kick
◀ ● ●

Dragon Elbow
▲ + ●

Head Lock
▼ ↘ ▶ ■



WITH PRACTICE, YOU WILL FIND HUNDREDS OF KILLER MOVES.

STATS

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	100%	Now	Tecmo	Tecmo

A Breathtaking New Action/RPG For The PlayStation™ Game Console.
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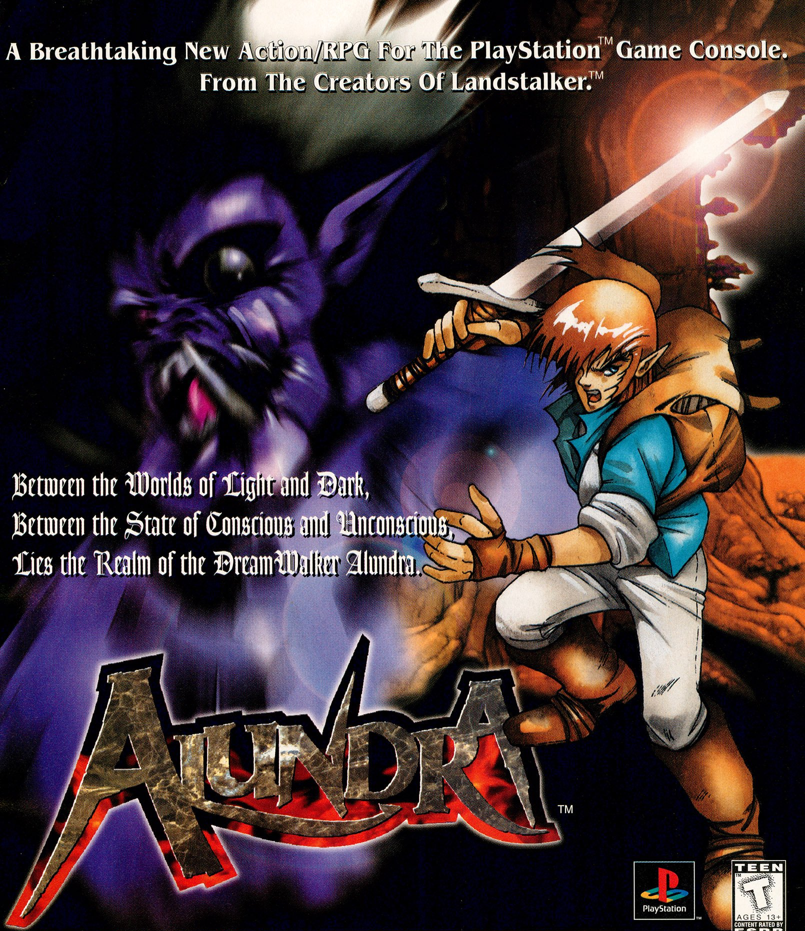
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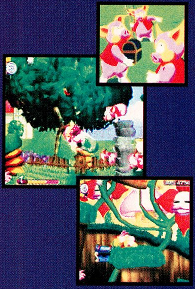
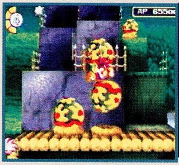


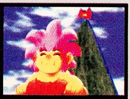
Tomba

Behold! The pig-bashing wild man

OK, so the premise sounds a little strange. Tomba, a pink-haired savage fights against an army of evil pigs. While the idea is odd, you can't deny the game's roots. It's developed by one of Capcom's former employees whose previous works include Ghouls 'N' Ghosts and Bionic Commando.

This demo gives you a sneak peek at not only the side-scrolling action of the game, but also of the impressive animated cinemas that you will encounter. Tomba will also feature RPG elements.





While he may be primitive, Tomba knows how to mix it up.

STATS					
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	90%	July	SCEA	Whoopee Camp

Jersey Devil

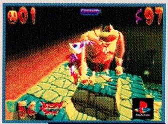
The devil, you say?

With the rise of 3D gaming, more and more games are coming out featuring characters in a true 3D world. The latest of the bunch is Jersey Devil.

Starring a character based on a turn-of-the-century urban legend, Jersey Devil is a full 3D platformer with an emphasis on exploring and discovering hidden secrets.

While this demo is non-playable, it does show you what the game is going to be like. The main character has a vast amount of animation to him, resulting in a lot of character. He is also able to use his tiny wings to glide around after he jumps. This move will give access to many secret areas.

Although there are more and more 3D platform games coming out, Jersey Devil should have the personality to stand above the crowd.



This little winged devil can fight with the best of them.

STATS					
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	95%	June	SCEA	Malofilm

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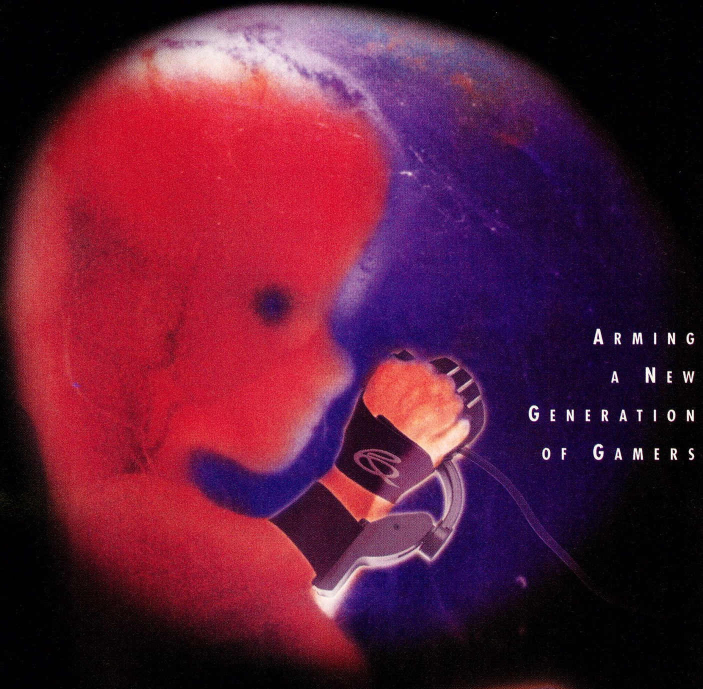
EVOLUTION



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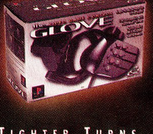

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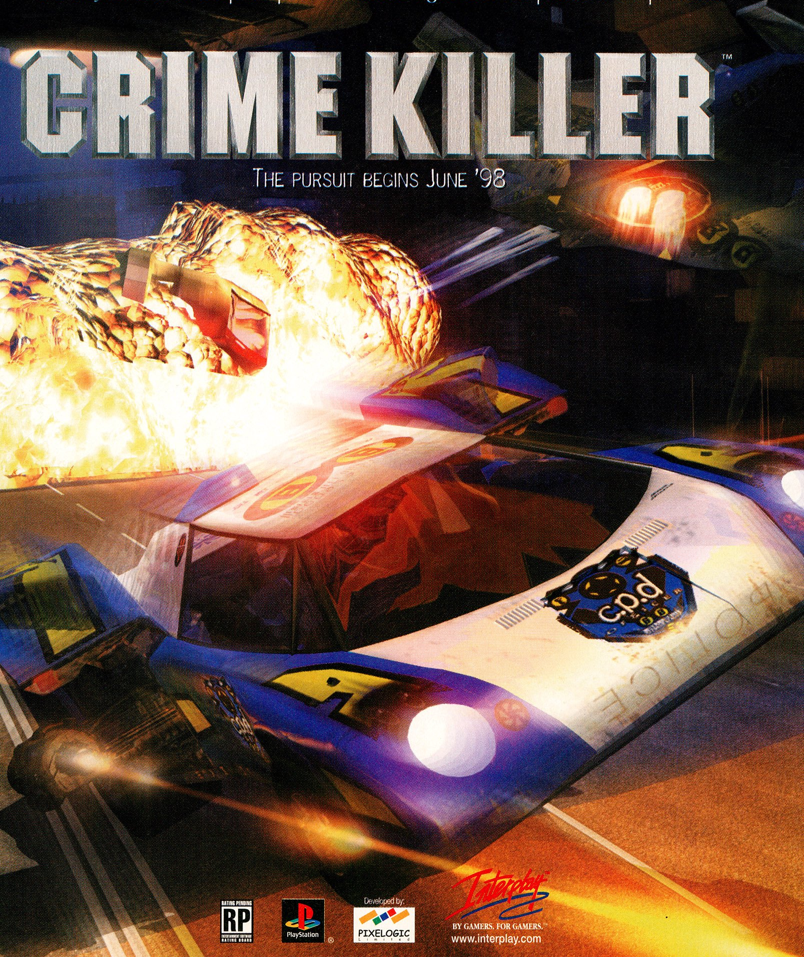

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COMING SOON

This Month

Azure Dreams	Konami	RPG
Cardinal SYN	SCEA	Fighting
Crime Killer	Interplay	Action
Dead Ball Zone	GT Interactive	Sports
Fox Sports Golf '99	Fox Sports	Golf
Fox Sports Soccer '99	Fox Sports	Soccer
Granstream Saga	T*HQ	RPG
Jersey Devil	SCEA	Platform
Mega Man Legends	Capcom	Action/Adventure
MK4	Midway	Fighting
N2O	Fox Interactive	Shooter
Off-Road Challenge	Midway	Racing
WarGames: Defcon 1	MGM Interactive	Strategy
X-Men vs. Street Fighter	Capcom	Fighting

Above: MK4
Right: Granstream Saga

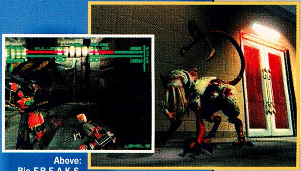
July

Tomba

Constructor	Acclaim	Simulation
HardBall 6	Accolade	Baseball
Silhouette Mirage	Working Designs	Action
Tomba	SCEA	Platform/Adventure
WWF Warzone	Acclaim	Wrestling

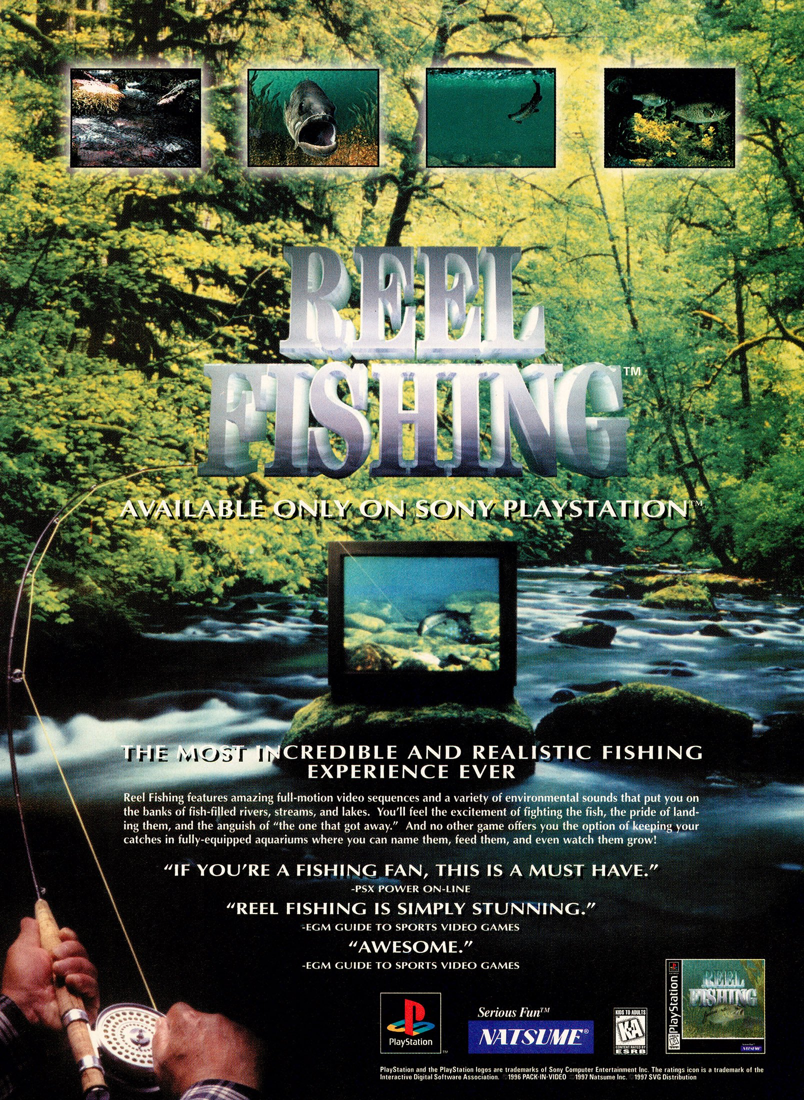
Future Releases

Agent Armstrong	GT Interactive	Action
Akuji the Heartless	Crystal Dynamics	Action/Adventure
Alien Resurrection	Fox Interactive	Action/Adventure
Bass Masters Classic: TE	T*HQ	Fishing
Bio F.R.E.A.K.S.	Midway	Fighting
Brunswick Circuit Pro Bowling	T*HQ	Bowling
C	Konami	Action
C&C: Red Alert Retaliation	Westwood Studios	Strategy
Deception II	Tecmo	Strategy
Duke Nukem: Time to Kill	GT Interactive	Action
Exodus	SCEA	Action
Fifth Element	Kalisto	Action/Adventure
Fly by Wire	Shiny Entertainment	Flight Simulation
Heart of Darkness	Interplay	Action/Adventure
Legacy of Kain: Soul Reaver	Crystal Dynamics	Adventure/RPG
Master of Monsters	Atlus	Strategy/RPG
MediEvil	SCEA	Action/Adventure
Men in Black	Gremlin	Action/Adventure
Messiah	Shiny Entertainment	Action/Adventure
Metal Gear Solid	Konami	Action/Adventure
Moto Racer 2	Electronic Arts	Racing
NFL Blitz	Midway	Football
NFL Extreme	SCEA	Football
Parasite Eve	Squaresoft	Action/Adventure
Populous: The Third Coming	Electronic Arts	Strategy
Psybadek	Psygnosis	Snowboarding
Rapid Racer	SCEA	Racing
Rebus	Atlus	RPG
Redline	Accolade	Action
Rival Schools	Capcom	Fighting
Salvation	Psygnosis	Action
Starcon	Accolade	Action
Star Trek: Klingon Academy	Interplay	Action
Super Bowl II	Tecmo	Football
Tiny Tank	MGM Interactive	Strategy
Tomorrow Never Dies	MGM Interactive	Action/Adventure
The Unholy War	Crystal Dynamics	Strategy
V2000	Grolier Interactive	Strategy
VR Sports Powerboat Racing	Interplay	Racing
Wild 9	Interplay	Adventure
Z-Axis Soccer	Z-Axis	Soccer


Above: Bio F.R.E.A.K.S.
Right: Parasite Eve

Left: Messiah
Above: Wild 9's

All release dates are tentative and subject to change. More information on all *Future Releases* will be given as it becomes available.



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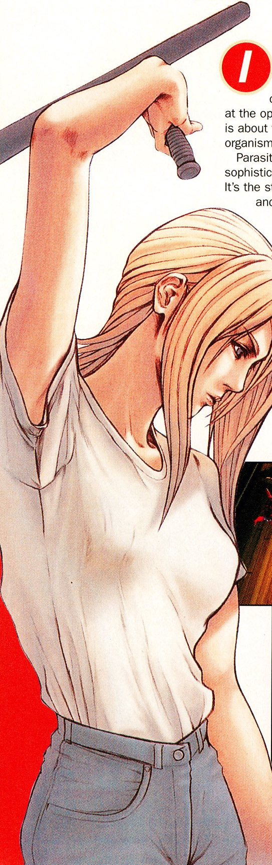
Parasite Eve

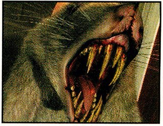
Veteran developers Squaresoft get in touch with their dark side, drawing players into a game that is as realistic as it is terrifying



It's Christmas Eve 1997. New York City lies under a blanket of snow. A young police officer named Aya Brea heads out to Carnegie Hall for an innocent night at the opera. Little does she know that her life is about to change. And it's all because of a tiny organism invisible to the human eye.

Parasite Eve is a story straight out of the sophisticated horror novels of the past decade. It's the story of the radical evolution of a species, and the bloody aftermath that must follow any such process. In this case, the species in question is a tiny (but crucial) engine found in nearly every cell of every living thing, the mitochondrion. The mitochondrion is the part of a living cell which is responsible for converting food into the energy the cell needs to survive and perform its necessary function. Of course, one would not normally refer to mitochondria as a species; that's where the story begins.

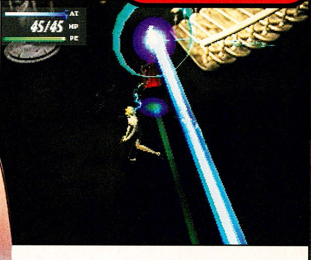
In the middle of the performance, a beautiful young soprano named Eve begins to sing. Her voice grows more and more eerie, and soon it becomes clear that something is not right. The other performers suddenly begin to erupt into flames, and the audience follows suit. Soon, all of Carnegie Hall is burning.

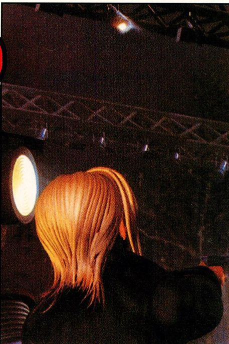


Once the flames die down, only Eve and Aya remain. When Aya approaches, Eve reveals that the mitochondria in her cells have mutated, evolving into a new, powerful, sentient species. She announces that the era of the Mitochondria is at hand. With a few other, similarly nasty remarks and a bit of pyrotechnics, she battles Aya. Luckily, Aya happens to be packing heat, and manages to drive Eve off.

Soon, however, it becomes clear that Eve is not the only one infested with these mutated Mitochondria. After witnessing a harmless rat undergo a hideous transformation, Eve realizes that the Mitochondria are spreading so quickly through their hosts that they are wreaking havoc with the hosts' bodily structures. In exchange, however, they offer

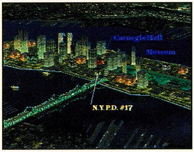
Aya must battle the transformed Eve through several transformations, with both parties gaining more power each step of the way.



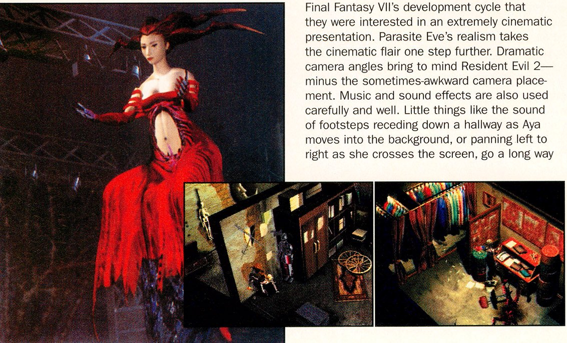


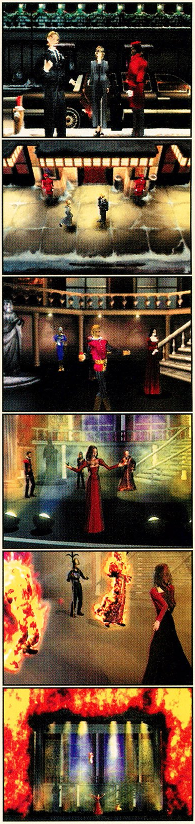
power for hosts strong enough to harness it. Aya learns this once she realizes that she is infested with the Mitochondria herself. Now, she must race to find a cure before it destroys her and—more importantly—the rest of humanity.

This apocalyptic story (adapted from a novel written by Japanese author Hideaki Sena) isn't the only engrossing aspect of Parasite Eve. Developed by the company responsible for the epic Final Fantasy VII, Parasite Eve actually uses a modified version of the FFVII engine. This means that the story plays out against incredibly detailed rendered backgrounds, with polygonal characters acting out their respective roles. But with this game being set in modern-day New York City, the environments and characters are all presented with painstaking realism, down to the piles of papers cluttering the desks of the NYPD office. Aya visits various real-world locations throughout her quest, from Central Park to the aforementioned Carnegie Hall. (These locations are rendered by a team that includes artists who worked on effects for the films *True Lies* and *Apollo 13,* which should give you an idea of the quality.) And with realistic humans playing the major roles, Square's prowess in animation truly shines. From the cranky police chief to the intent biologist, each character is given a personality which is instantly recognizable.



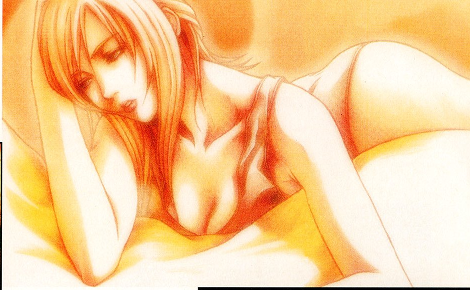
But the thing that makes Parasite Eve a Square game is the extremely deft direction. Square made it clear from the beginning of Final Fantasy VII's development cycle that they were interested in an extremely cinematic presentation. Parasite Eve's realism takes the cinematic flair one step further. Dramatic camera angles bring to mind Resident Evil 2—minus the sometimes-awkward camera placement. Music and sound effects are also used carefully and well. Little things like the sound of footsteps receding down a hallway as Aya moves into the background, or panning left to right as she crosses the screen, go a long way

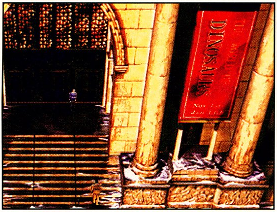




A harmless night at the opera turns tragic when the eerie voice of the lovely Eve causes performers and audience members alike to spontaneously combust. Left standing are only Eve herself and our heroine, Aya. What else might they have in common...?

Parasite Eve



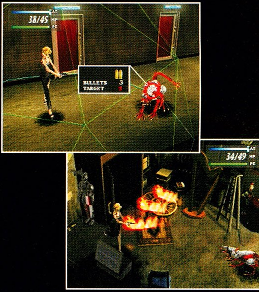


in drawing the player deeper into the story. At every turn, it seems that the designers have made an effort to avoid breaking the suspension of disbelief that makes a game like this work. For example, Parasite Eve's Save function is integrated into the game through the use of telephones. You won't find unlikely typewriters or strange floating diamonds in this game. Instead, to save Aya must simply find a phone and, in effect, leave a message. And these phones are found exactly where one would expect to find a telephone: on a desk in an office, near the entrance to a museum and so on.

The battle engine [see sidebar] manages a sort of frantic excitement without sacrificing the deliberate planning crucial to any RPG. The excitement mounts as Aya earns more firepower and learns the power of the Mitochondria in her own body. Harnessing that power gives her abilities which are the equivalent of the magic systems found in more conventional RPGs. This being the case, one can expect battles to be every bit as impressive as those in Final Fantasy VII.

Now, with only two discs, it's clear that Parasite Eve is significantly shorter than FFVII. The story takes place over eight days of game time, which can translate into only so many hours of play. But the detail included in the game should provide as rich an experience as any gamer would want; and the shorter length may appeal to those with less forgiving schedules, for whom longer RPGs are a bit too much of an undertaking.

Squaresoft is a name which has become synonymous with top-quality role-playing games. From the Final Fantasy saga to the less well-received (but no less innovative) SaGa Frontier, gamers have come to expect big things from the company. Once Parasite Eve is released in the States (at a date still to be determined), U.S. Square fans will have a chance to see the company's darker side. If the number of imports is any guide, word of mouth should already be spreading the news about this unusual game. And excitement about one more quality PlayStation RPG is one infestation that's welcome anytime!



The art of battle

Parasite Eve makes use of an innovative battle engine that is loosely based on the engine in Final Fantasy VII. Like in FFVII, Aya has a meter which dictates how often she can attack. When the meter is full, she can choose to attack or use an item; after doing so, she must wait a short time before performing another action.

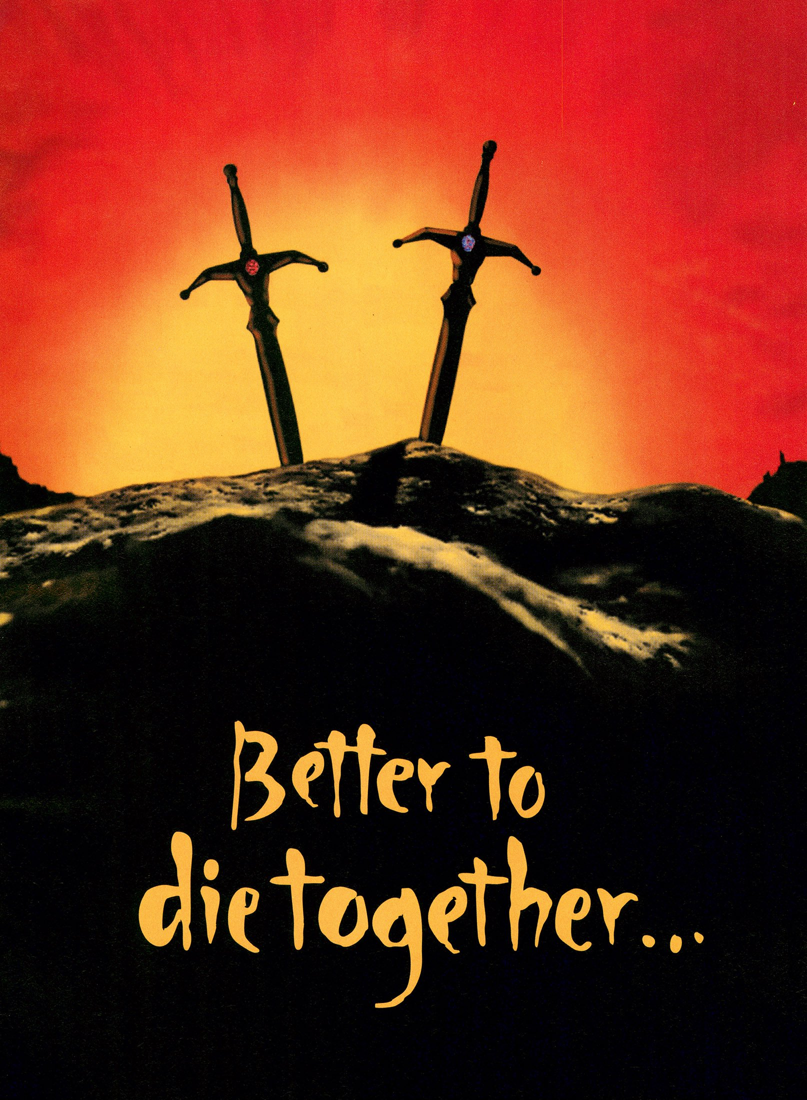
However, unlike FFVII, Aya is free to move around between "turns." Thus, she can try to avoid the enemy's projectile attacks, or keep herself out of the reach of a melee weapon.

When Aya does attack, a transparent dome appears around her, which indicates the range of her present weapon. The closer she is to her enemy, the more likely she is to hit, and the more damage the hits will do.

Another innovative feature of the battle engine is the fact that the combat does not take place in a separate arena, like in most RPGs. Instead, battles are fought in whatever room Aya happens to be in at the time, which means the size and layout of the battle area is always changing.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RPG	1	90%	N/A	Square	Square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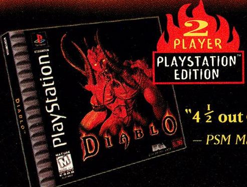

"4 ½ out of 5"
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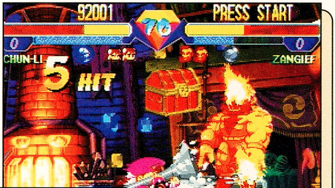
Pocket Fighter

Puzzle Fighter's pint-sized pugilists return!



CHUN-LI
LEI-LEI

In addition to its insanely addictive gameplay, Capcom's Super Puzzle Fighter II Turbo became popular for an entirely different reason: its superdeformed depictions of many of Capcom's most beloved fighting game characters. The pint-sized pugilists were so popular, in fact, Capcom decided to feature them in their very own fighting game, Pocket Fighter. This uproariously funny brawler soon will be playing on a PlayStation near you—with a host of additions not found in the arcade version.

The game includes 12 eclectic characters, most of which were culled from Capcom's two most popular fighting franchises: Street Fighter and DarkStalkers. Representing the Street Fighters are Ryu, Ken, Chun-Li, Sakura, Akuma, Zangief, Ibuki and Dan, while Felicia, Morrigan and Hsien-Ko fight on behalf of their undead DarkStalker cronies.

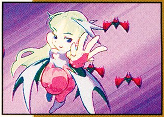
Controls have been simplified to a unique four-button scheme: Punch, Kick, Special and Taunt. Striking your opponent produces a shower of red, yellow and blue gems, which must be collected to unleash increasingly powerful (not to mention humorous) combos.

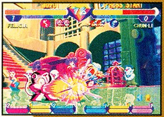
Thanks to Pocket Fighter's humorous character animations and backgrounds, the game is almost as entertaining to watch as it is to play. While performing combos, each Pocket Fighter temporarily morphs, if only for a frame or two, into other Capcom faves. Chun-Li, for instance, transforms into the Bazooka-toting zombie slayer Jill Valentine, while Felicia becomes Capcom's "Blue Bomber," Mega Man. You'll also see plenty of famous faces in the backgrounds, which parody scenes from other Capcom titles.

Pocket Fighter's all-new Edit Fighter Mode allows players to create customized sub-characters, which can be saved to a memory card and pitted against a friend's.

While the game undoubtedly will turn off more than a few fighting purists, Pocket Fighter is a Capcom lover's dream and should not be missed.

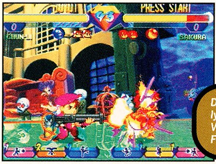
MORRIGAN
SAKURA

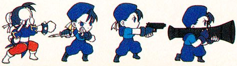




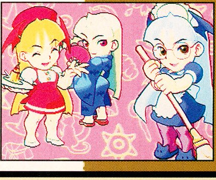
DarkStalker Felicia unloads on Chun-Li Mega Man-style.

MORRIGAN
SAKURA



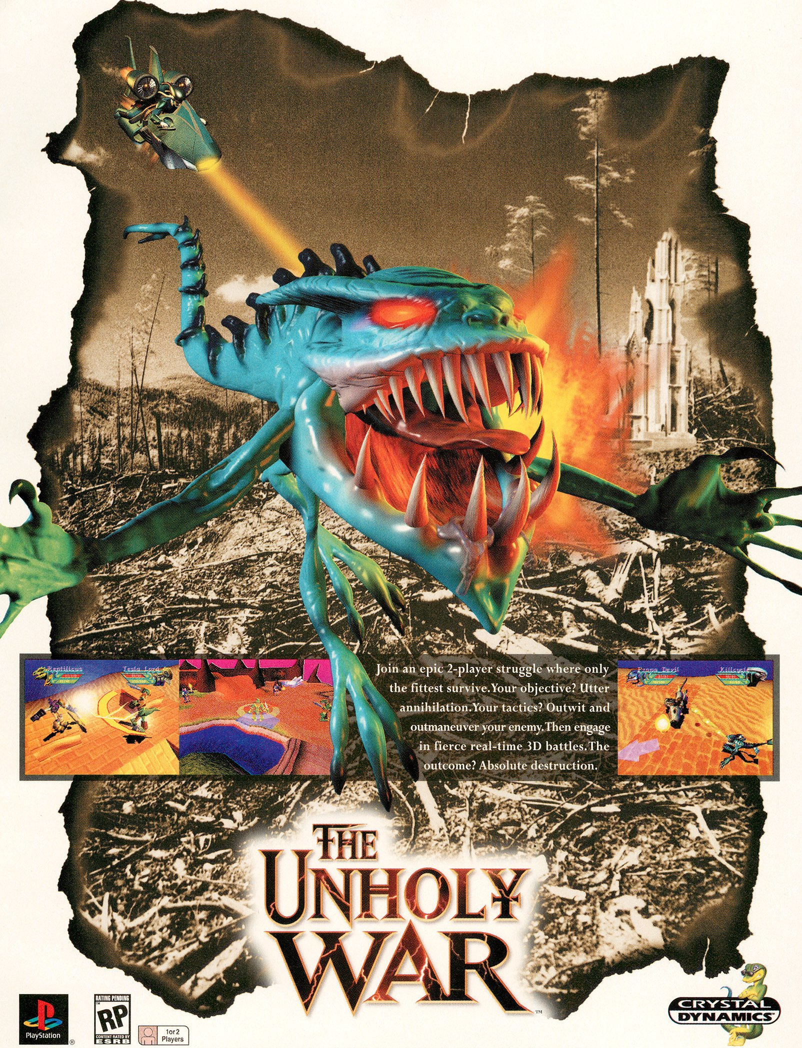


During a multipunch combo, Chun-Li temporarily transforms into S.T.A.R.S. team member Jill Valentine. Sight gags like this make Pocket Fighter as fun to watch as it is to play.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	100%	Now	Capcom	Capcom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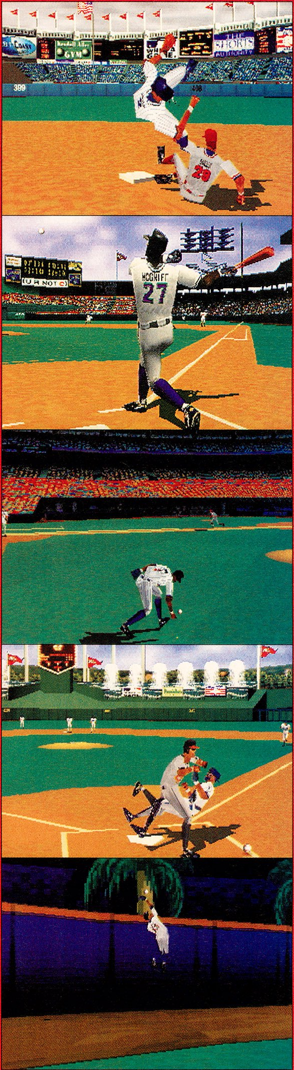
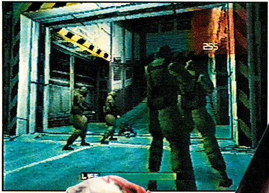


Metal Gear Solid

Graphically overhauled for the '90s, Konami's cult favorite returns. But will it have enough firepower to knock off Lara and Capcom's flesh fiends?



Hailed until recently as the greatest PlayStation game nobody's ever played, Konami's hotly anticipated Metal Gear Solid finally appeared in playable form at the Tokyo Game Show, held March 20-22. By all accounts, Metal Gear not only lives up to gamers' sky-high expectations, it surpasses them!

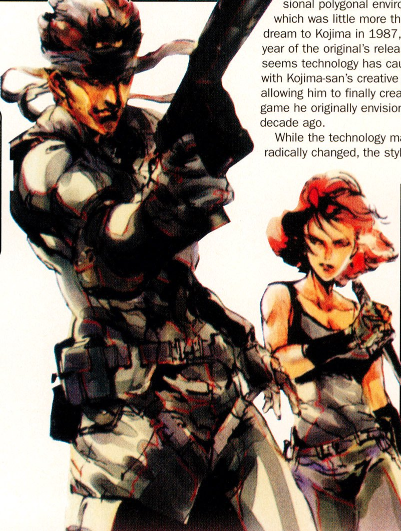
The project, as widely reported back when it was first announced, is being helmed by Hideo Kojima, creator of the original Metal Gear and Metal Gear 2: Solid Snake for the MSX, a Japanese home computer. (The NES versions, undoubtedly more familiar to U.S. gamers, were programmed by an entirely different team.) Of course, the biggest change the game has undergone is the leap to a three-dimensional polygonal environment, which was little more than a dream to Kojima in 1987, the year of the original's release. It seems technology has caught up with Kojima-san's creative genius, allowing him to finally create the game he originally envisioned a decade ago.

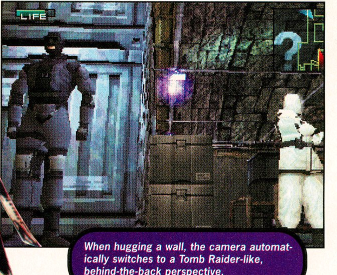
While the technology may have radically changed, the style of gameplay has not. As the title character Solid Snake, the player must infiltrate a hostile base, avoiding detection and firefights whenever possible. As was the case in Metal Gear Solid's predecessors, the player begins severely under-equipped. (Snake's inventory initially consists of a pair of binoculars and a pack of cigarettes.) According to Kojima, this is not done to punish the player; rather, it's to immediately underscore the importance of stealth. You can't jump into the game guns a blazin', Kojima reasons, if you're unarmed.

The opening cinema, displayed in real time with in-game character models and backgrounds, shows Solid Snake aboard a submarine heading for Alaska, site of the nuclear crisis du jour. It seems a group of Snake's former compatriots, a band of genetically engineered super soldiers codenamed Foxhound, have seized control of a nuclear weapon disposal site. As the only remaining soldier with comparable training and talents, Snake is immediately dispatched to the scene. As the credits roll, Snake is launched from the sub via a modified torpedo and silently swims into the enemy base. At this point, the player must traverse a brief training area—in which key commands, transmitter

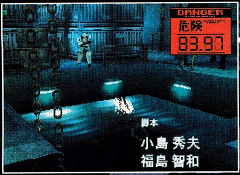
(continued on page 58)

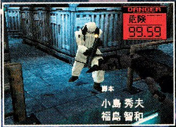
DANGER
危険
99.59
脚本
小島 秀夫
福島 智和



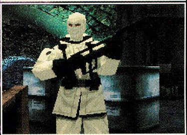


When hugging a wall, the camera automatically switches to a Tomb Raider-like, behind-the-back perspective.

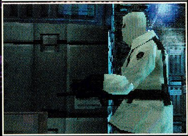


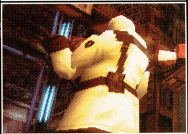


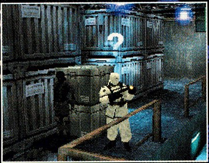
Once discovered, Solid Snake must find a new hiding place. Occasionally, this means diving into a frigid pool of Alaskan water. If he can remain unseen for 10 seconds, the guards give up and return to their posts.

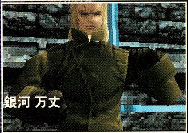


The radar in the upper right-hand corner of the screen displays enemy (red dots) and hostage (green dots) locations. Each guard emits a blue cone of detection, which indicates the guard's line of sight. If Snake enters this cone, he'll be spotted by the guard. At this point, the radar turns into a red timer. If Snake can find a hiding place, such as under a truck or inside a cardboard box, and remain there for 10 seconds, the guard will give up and return to his post. In addition to being seen, Snake can be discovered by being heard. In addition to intentionally tapping a wall to lure unsuspecting guards into a trap, Snake may inadvertently alert guards to his presence. How? Without giving too much away, Snake can contract a common ailment by breathing a little too much of that refreshing Alaskan air...

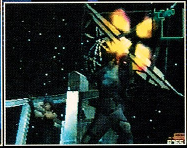




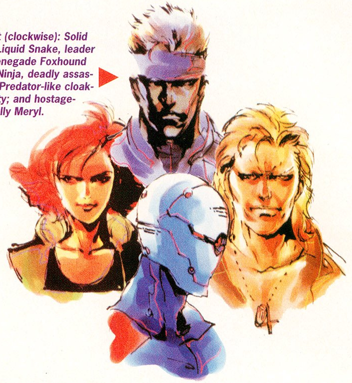




Once the consummate soldier, Liquid Snake, leader of the renegade Foxhound troops, now desires only wealth and power.



Metal Gear Solid

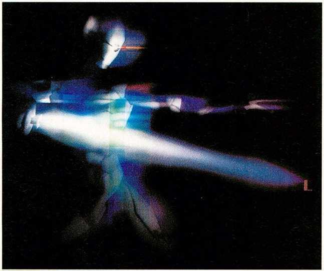


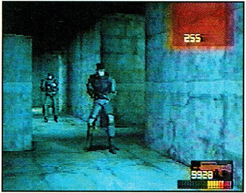
The cast (clockwise): Solid Snake; Liquid Snake, leader of the renegade Foxhound troops; Ninja, deadly assassin with Predator-like cloaking ability; and hostage-turned-ally Meryl.

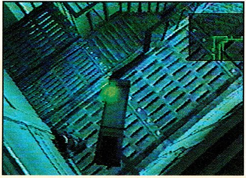
operation and camera controls are introduced—before beginning the game in earnest. The default camera angle shows the action from a top-down perspective, while a first-person view can be activated with a touch of the Triangle button. When Snake hugs a wall, the camera automatically shifts to a behind-the-back, Tomb Raider-style perspective, good for peeking around corners. Snake's transmitter, another constant of the series, serves as both an instruction manual and a hint book. During the game, Snake can reach out and touch one of eight different characters, who explain advanced controls, divulge item/hostage locations and coach Snake on how to defeat certain enemies.

During an off-site press conference, Kojima-san, with the aid of a translator, shed additional light on two key decisions made early in Metal Gear's development. First, Kojima abandoned plans to utilize motion capturing to animate the game's characters, instead opting to use experienced anime artists. According to Kojima, "We tried doing motion capture in the beginning. The problem [was] we got too many of the characteristics of that actor. Solid Snake is a fictitious character. We didn't want to give him too many of a real person's characteristics. [Instead], we employed people who've been in the Japanimation industry for over 10 years." As an illustration, Kojima pointed to a moment in the game when Snake performs a graceful mid-air flip and lands on his feet with cat-like assuredness after being catapulted skyward by an explosion. "That is a very Japanimation-esque move," Kojima explains.

In stark contrast to the wealth of experience possessed by Metal Gear Solid's animators, most of Kojima's hand-picked programmers and designers are newcomers to the video game industry. In fact, only five of the







Producer/Director Hideo Kojima

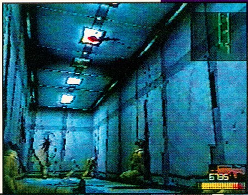
After fully exploring the possibilities of sprite-based action games with Metal Gear and Metal Gear 2: Solid Snake, Hideo Kojima shifted gears for Snatcher and Policenauts, both hard-boiled, anime-inspired point-and-click adventures. While the Blade Runner-esque Snatcher did appear in the United States on the Sega CD, Policenauts never made it here, due in part to the game's mature themes and violence.

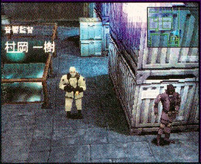
After hearing rumors about the PlayStation, specifically its powerful polygon-handling capabilities, Kojima-san decided to revisit the series that made him famous.

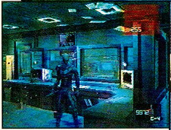
Although Metal Gear Solid's story was originally penned by Kojima in 1993, programming couldn't begin until 1996. For a time, Kojima's team was split between Metal Gear Solid and the Sega Saturn conversion of Policenauts. Once the latter chore was finished, the two teams were reunited. While the initial staff consisted of only 10 team members, the number eventually swelled to 30. (In comparison, it took a staff of 45 to complete Resident Evil 2, while more than 100 artists and programmers contributed to the epic Final Fantasy VII.)

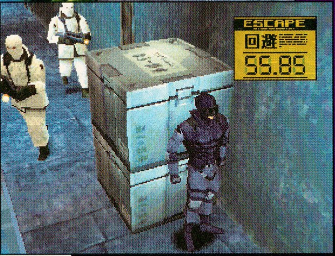
エンプス
EMPS事故で
宇宙を彷徨っていた俺には

Although Metal Gear Solid is polygonal, the game is expected to reflect Kojima's moody, cinematic signature style developed during the creation of Snatcher and Policenauts.

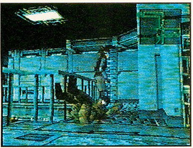


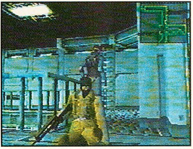






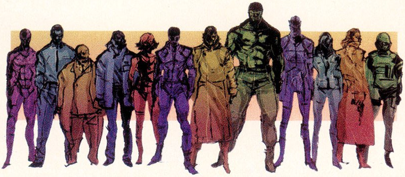
30 people currently working on the project have previous game experience! The obvious question: Why would Kojima-san pick a bunch of newcomers rather than veteran game developers, who probably would've jumped at the chance to work on the first 3D Metal Gear? According to Kojima, he didn't want people with a lot of preconceived notions about game development working on Metal Gear Solid. "Our programmers and designers are young people [who] didn't know too much about making games, so they didn't really know when to compromise or when to say, 'It's only a game; this is all we need to do.' They didn't have that kind of mentality, so it was easy for me to say, 'We have to go for perfection.'" One example Kojima cites is his insistence that Solid Snake's breath be seen in outdoor levels. Although realistic, the effect additionally taxes the PlayStation's CPU, but, as Kojima argues, "It's Alaska, so it's cold. You've *got* to see the white breath, but by displaying this, it lessens the textures and everything. But I told the young people, 'We need the breath!,' and they worked hard to get this on screen." Snake also leaves footprints in the snow, which gradually fill in over time but can be detected by vigilant guards, alerting them to an intruder's presence.





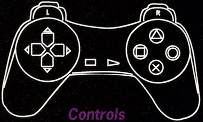
It is Kojima's unrelenting pursuit of excellence that propels Metal Gear Solid from innovative to legendary status. Take the brilliant character animation and cinematic atmosphere of Resident Evil 2, toss in Tomb Raider II's go-anywhere 3D environments, add lots of anime-style flourishes and never-before-seen play mechanics, and you get about half of the greatness that is Metal Gear Solid.

Hideo Kojima's masterpiece should be even further along at E³, so we hope to have lots more to report then. Count on *OPM* to deliver all the information you need to know on this ultra-hot title.



Vital Statistics:

Number of weapons: 6
Number of characters: 20
Time to complete (if you're really good): 8 hrs
Total hours of cinemas: 2 1/2
Number of endings: 2
Year game planning began: 1993
Number of development team members: 30
Japanese release date: Sept. 3



Controls

✕ physical attack (tap for combos)
■ fire weapon/grab enemy (hold to drag, tap to break neck)
● crouch/stand (hold to crawl)
▲ 1st-person view
Select– activate transmitter
R1&L1– peek around corners
R2– switch weapons
L2– inventory

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	75%	November	Konami	Konami

This is

SaGa Frontier™

A place where you will
wander through vast palaces.

Seek salvation in lush jungles.
And shop in dark cities.

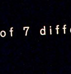
You will hone your magical skills.
Face malicious opponents.

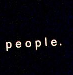
And probably end up with a multiple
personality disorder.

Because you haven't achieved
anything

until you've lived the lives
and completed the quests

of 7 different people.


Lute


Red

Emelia

Asellus

WELCOME TO YOUR
IDENTITY CRISIS.

T260G

Riki

Blue

SHINGROW PALACE

Nothing's as good as revenge. As Red, you'll battle Black X, the man who killed your family. As Emelia, you'll enter the martial arts tournament to avenge the death of your lover. Just remember to stretch before strenuous activity.

YORKLAND

Serenity. Nature. A windmill. This is Yorkland, the birthplace of the musician Lute. But, as Riki, a millionaire gives you a ring. No, it's not love. It's one of the 8 legendary rings you need to save your decaying planet.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

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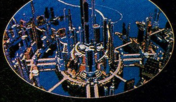
MANHATTAN

The busiest shopping mall. And a prison. As Red, Manhattan is the beginning of the end of your quest. As Emelia, this is just the beginning of the beginning.



KOORONG

It's a dirty metropolis and a hotbed of crime. As Blue, this is where you set off on the quest to kill your twin brother. And as the robot T260G, your lost past forces you to ask such questions as: Who am I? What is my mission? And, where can I find a good mechanic?

DEVIN

"I see a shiny new gun in your future." Small stalls offer fortune-telling services. This is also where Blue and Emelia attain some wisdom on the Rune quest.

Meet exciting people and shoot, stab or put spells on them.

•

Lose yourself in breathtaking views as you run for your life.

•

No vacation would be complete without a prison break.

•

Activities range from music and sailing to killing your brother.

•

Unless you die, you'll have memories that will last forever.

FACINATURU

You are Asellus. A transfusion of human and Mystic blood courses through your veins. This is where you've been resurrected, and thus begins your tragic wandering of conflicting passions.

NELSON HARBOR

A military port hidden in a cave? Not the best place to get a tan, but it is where you get the best rates for converting gold to cash.

SaGa Frontier

PACK YOUR BAGS

This is only a sampling of the places you'll go with us. And as you vie for glory, acceptance or just world salvation, you'll surely be thinking, "If only my friends could see me now."

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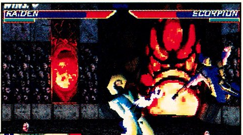
PlayStation ™

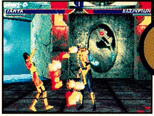
Mortal Kombat 4

Experience a new dimension of fear

While the PlayStation adaptation of another high-profile Midway arcade title, San Francisco Rush, failed to impress, the fourth installment of the Mortal Kombat series seems to be making the transition far more seamlessly.

As you already know, MK4 features the same tried-and-true 2D gameplay of its phenomenally successful predecessors dressed in sporty new 3D polygons. While the polygon counts for each character have taken a considerable hit, Midway has somehow managed to retain the game's 3D backgrounds, a feat not even Namco or Tecmo were able to accomplish in their PlayStation conversions of Tekken 3 and Dead or Alive. It's unknown where Midway suddenly obtained such programming power. (Did Boon or Tobias bring back a little of that Outworld mojo from one of their recent trips?) Suffice it to say, however, the game will silence more than a few critics who claimed the Zeus-powered arcade monster couldn't be tamed for home play.





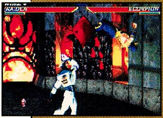
Burn, baby, burn. Scorpion is still one of Mortal Kombat's "hottest" characters.

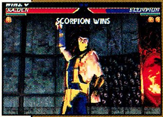
Not that it has a tremendous impact on gameplay (this *is* a fighting game after all), the story details elder god Shinnok's attempt to conquer the Earth realm after escaping from the dimension in which Raiden trapped him thousands of years ago. Old favorites Sub-Zero, Johnny Cage, Jax, Scorpion, Raiden, Liu Kang, Reptile and Sonya return to battle Shinnok, while a score of new Kombatants—Fujin, Tanya, Quan Chi, Reiko, Jarek and Kai—also join the fray.

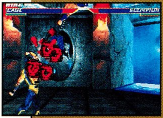
Besides the leap into a third dimension, MK4's biggest innovation is the inclusion of weapons, which may be drawn at will by each character. Also, the floors of several arenas are littered with stones, skulls and other objects that may be hurled at unsuspecting opponents.

And what would Mortal Kombat be without gore? In addition to new bone-breaking throws, MK4 serves up a piping hot batch of all-new fatalities, guaranteed to delight.

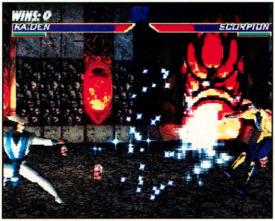
Better grab a copy of MK4 when it hits stores, because it's gonna disappear faster than you can say, "Finish him!"

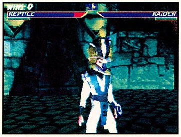




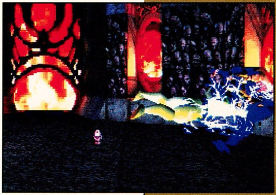


While some older combos, such as Raiden's Jump Kick to Torpedo (below), still work, others do not. Fortunately, the addition of weapons adds all-new strategies.





In addition to standard throws, each character now has a bone-breaking move. Unlike fatalities, fighters may continue after such maneuvers.



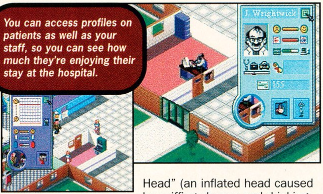
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	85%	June	Midway	Midway

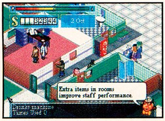
Theme Hospital

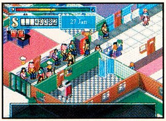
The diagnosis? Terminal silliness

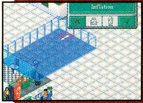
Bullfrog Productions, the design group responsible for the hugely successful PC "world simulation" Populous, has done it again with Theme Hospital. In one of the more unusual game premises to come along in some time, players build, furnish, staff and equip an entire hospital. The object, of course, is to make money; to do that, you need to keep your patients happy and provide quick and efficient care. Of course, although setting up your hospital is a relatively serious business, the game isn't all work and no play. Patients are afflicted with any number of amusing ailments, from "Hairyitis" (uncontrollable growth of body hair caused by prolonged exposure to the moon) to "Bloaty Head" (an inflated head caused by sniffing cheese and drinking unpurified rainwater). And the doctors, nurses and patients alike are presented in a humorous, cartoony style which keeps the entire venture very light-hearted.

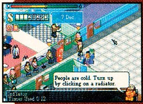

You can access profiles on patients as well as your staff, so you can see how much they're enjoying their stay at the hospital.

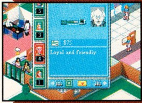
The relative lack of similar simulation titles for the PlayStation should ensure Theme Hospital a special place in the hearts of fans of other PC-native classics like SimCity (and the entire Sim line) and Bullfrog's own Populous. And for newcomers, it looks like a pretty good place to start.


Extra items in rooms improve staff performance.






People are cold. Turn up by clicking on a radiator.



When hiring staff, you have a number of applicants to choose from. Luckily, each one is described in embarrassing detail.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1	100%	Now	EA	Bullfrog

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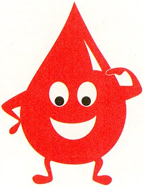
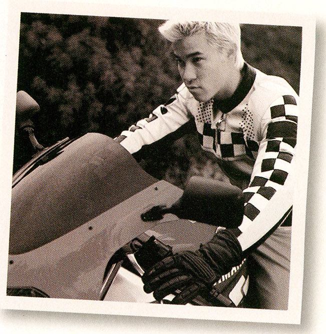


The ROAD RASH™ Blood Drive Salutes

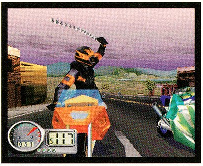
THE YEAR'S

"We live for big 'ol cruisin' hogs. But we still find the time to give, one gallon at a time."
—Dewley gangmember

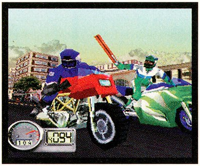


"Our gang donates with the "crotch rocket" method. It's effective. And, it's patented!"
—Kaffe Boys gangmember

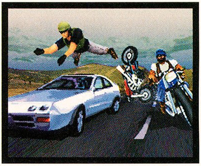
A "top" donor explains how it's done:



Step 1 *Someone clubs you.*



Step 2 *You club him back.*



Step 3 *A life is saved!*

PlayStation ®

TEEN
AGES 13+
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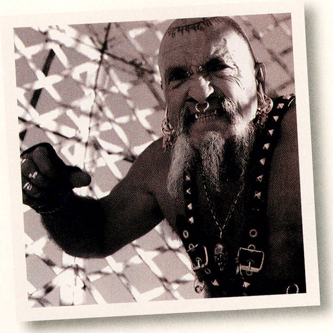
TOP DONORS!

"Vee like Euro-bikes. Vee are friendly to the road. Vee give plasma to the schoolchildren."
—Techgeist gangmember



"We're like guardian angels. Only we fight on motorcycles and stuff. And we're mean."
—DeSade gangmember

Peter Plasma says: "Ya gotta be cruel to be kind!"

ROAD RASH™ 3D Each of the four gangs in this intense 3-D world have their own style of bike. Their own style of aggression. Even their own style of music. Like Atlantic Records artists CIV, Full On The Mouth, Kid Rock, The Mermen, Sugar Ray, and The Tea Party. So, is that pounding in your head a righteous tune or a billy club?

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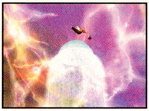
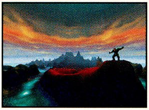
Giants

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	N/A	50%	Fall '98	Interplay	Planet Moon

In Giants (working title), a race of creatures called Sea Reapers must protect their Utopian world from the dangers of Kabuto, a giant experiment gone awry, and the Meccaryn, a technologically advanced invading race. This "multiplayer action game" is intriguing, even at this early date.

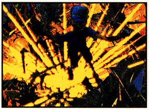


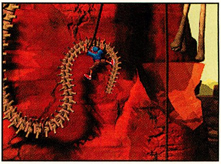


Heart of Darkness

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	80%	August	Interplay	Amazing

In Heart of Darkness, players take the role of a young boy named Andy, who must travel to an enchanted world to rescue his dog, Whiskey, and overcome his fear of the dark. Equal parts adventure game and platformer, this looks like a game that will appeal to all ages.

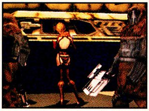




Messiah

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	50%	Fall '98	Interplay	Shiny

From Shiny Entertainment, creators of Earthworm Jim and MDK, comes Messiah, the story of a chubby little cherub named Bob who is sent to Earth to rid the world of evil. With the ability to possess other creatures, Bob's quest is sure to be an interesting one.



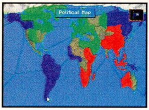
Risk

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1-8	90%	June	Hasbro Int.	Hasbro Int.

Hasbro presents another PlayStation adaptation of a classic board game. This time, you can play Classic Risk or the new Ultimate Risk, complete with weather, rebel uprisings and other realistic features. Just the thing when you can't find all those little pieces!

Attacking North Africa from Gold Coast.
You have a choice of 3 battle tactics.

Defend Left Flank



Political Map

Rebels select Battlecard: Defensive Position.

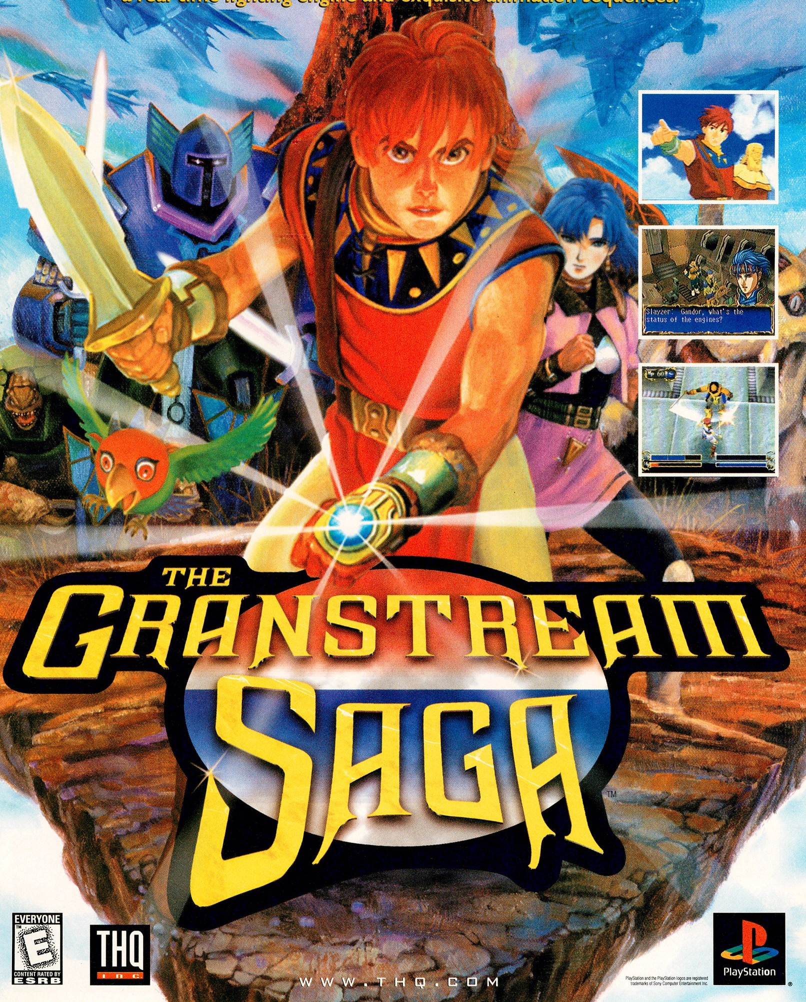
Rival Schools

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	75%	Fall '98	Capcom	Capcom

If spectacular power moves and endless-seeming air juggles are your thing, you'll love Capcom's Rival Schools. With gameplay something like Street Fighter EX on speed, the action is fast and furious, and controls quick and powerful. Team up for X-Men vs. Street Fighter-style combos!

THE RPG THAT DEBUTED AT #1 IN JAPAN

The first classic role playing adventure featuring a real-time fighting engine and exquisite animation sequences.



Slayzer: Gandor, what's the status of the engines?

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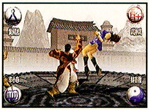
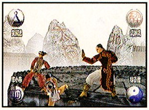
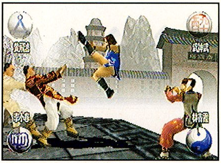
Shao Lin

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1-4	60%	November	T*HQ	Polygon Magic

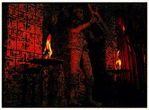
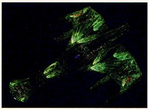
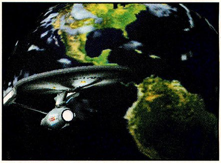
A fighting game for FOUR players? That's right, T*HQ is bringing Polygon Magic's Shao Lin to the States. Up to four human players can compete in matches of up to six fighters. With six different schools of martial arts, Shao Lin looks to be one of the most unconventional fighters yet.

Star Trek: Klingon Academy

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	50%	Fall '98	Interplay	Interplay

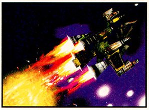
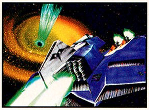
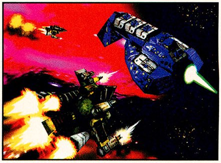
As the name implies, Klingon Academy offers players a chance to take the helm of a Klingon ship in battle. As Torlek, a young Klingon cadet, *Star Trek* fans will work through the rigorous curriculum of the Academy, and hopefully graduate to participate in actual combat.

Star Con

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1 or 2	65%	Fall '98	Accolade	Accolade

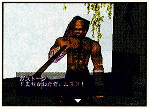
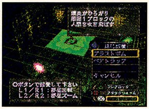
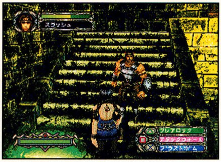
After three successful Star Control games, the classic game of space combat has made the move into 3D and returned to the action-packed shoot-'em-up pace of the original game. Join one of three different alien alliances as you battle for control of the universe.

Tecmo's Deception 2

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1	80%	Fall '98	Tecmo	Tecmo

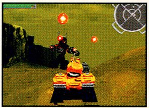
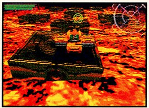
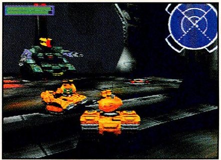
Tecmo once again invites PlayStation owners to take a walk on the dark side with its sequel to the unusual Deception. Gamers once again set traps to capture intruders; this time, the graphics and map screens are much more detailed. Stay tuned for more.

Tiny Tank

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	50%	Fall '98	MGM Int.	AndNow

Take control of Tiny Tank, a living, talking weapon of mass destruction, as he battles a group of militant robots bent on destroying the world. Hundreds of weapons, more than 25 different enemies and 12 large worlds stand between Tiny and his goal. Happy shooting!

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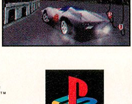

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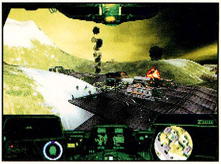
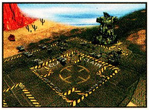
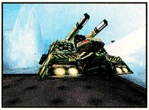
Uprising

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1 or 2	75%	Fall '98	3DO	Cyclone



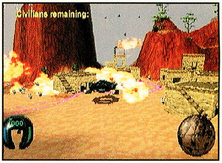
3DO is bringing its hit PC 3D real-time strategy (RTS) game to the PlayStation. Uprising takes the Command & Conquer RTS format and amplifies it, bringing the action into the third dimension and giving the player a chance to participate from a first-person point of view.



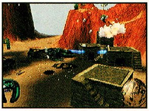


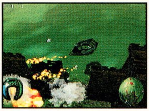
V2000

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	80%	N/A	N/A	Grolier Int.



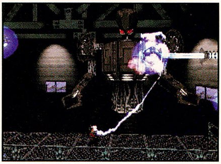
A 3D update of the classic European computer game Virus, V2000 promises to be a true gamer's game. Scoop up hapless peasants in your futuristic hovercraft and put them to work in your factories while battling creeping crud and a host of imaginative Bosses. Still needs a publisher, though.



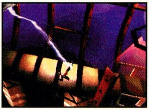


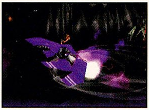
Wild 9

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	70%	Summer	Interplay	Shiny



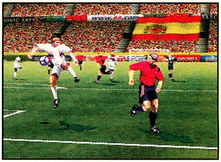
Join Wex and his band of cohorts in this often-delayed Shiny shooter. Wild 9 is said to be the first video game to incorporate torture, but anybody who's ever played the horrendously bad The Crow: City of Angels knows, that "honor" is already taken.



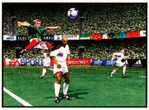


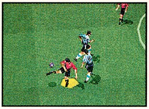
World Cup 98

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Soccer	1-8	80%	Summer	EA	EA Sports



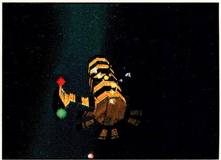
Soccer fans, rejoice! Building off the engine under the hood of FIFA 98, EA Sports is preparing to release World Cup 98, the "official interactive game of France '98." The game will include all 32 teams and 10 World Cup stadiums, as well as eight bonus teams.



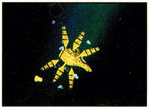


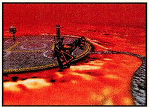
Xenocracy

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Shooter	1	90%	N/A	N/A	Grolier Int.



Play the role of intergalactic peace keeper in this space opera from everybody's favorite encyclopedia-publisher-turned-game-developer, Grolier. While not quite up to par with the visuals of Colony Wars, Xenocracy does include three modes of combat: deep space, asteroid belt and planet surface.





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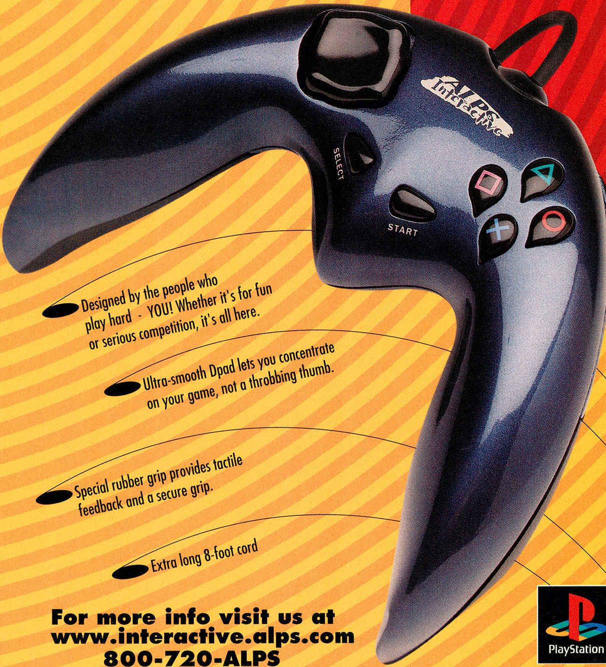

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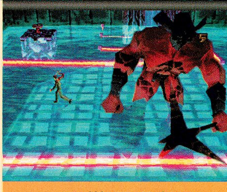

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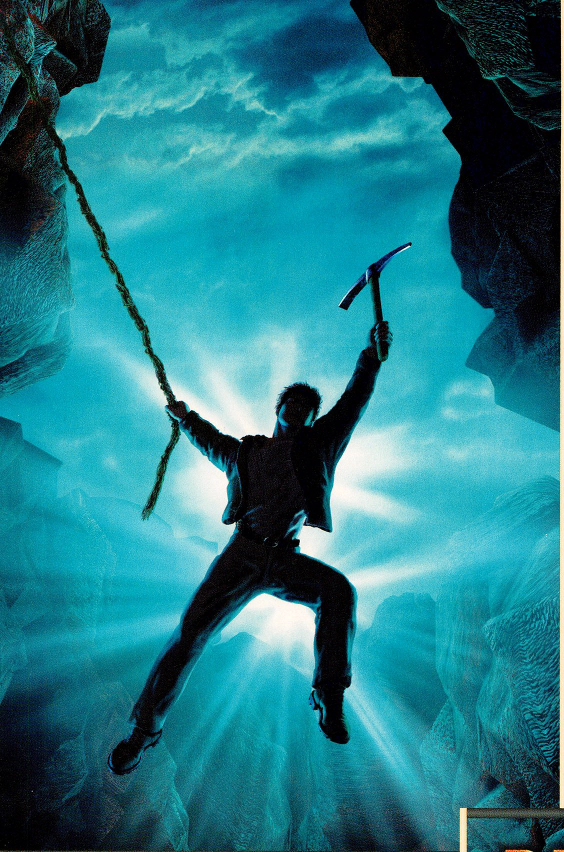
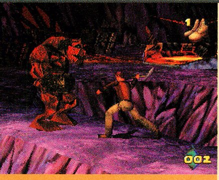
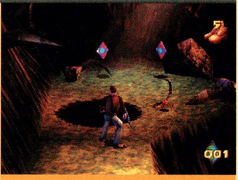


OR A SINGLE FALL.

One false move and you can kiss your khakis good-bye. As legendary adventurer, Pitfall Harry, Jr., you'll face the most death-defying challenges yet. The pits have gotten deeper. The scorpions are deadlier. And the enemies are overly motivated... So watch your step, this journey could well be your last.



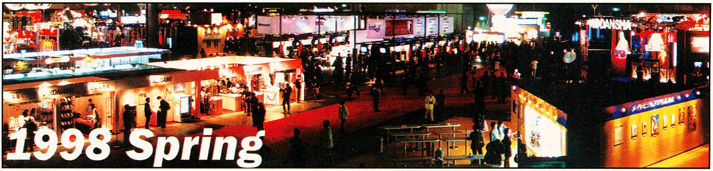
True 360° Exploration
Scramble through city ruins, trek through an active volcano, and escape a prison colony before the final battle in the Scourge's Lair.



Next Generation Adventure
Swing on vines, jump acid-filled pits, avoid scorpions, and encounter new pitfalls like energy fields and morphing beasts.

PITFALL 3D BEYOND THE JUNGLE™

COMING MARCH 27, 1998



1998 Spring Tokyo Game Show

Held twice a year, the Tokyo Game Show is the place where software companies display their newest titles. This year's spring edition revealed better looks at some titles we've been eyeing for the past couple months. A playable Metal Gear was on the floor (see our huge preview) and was easily the game of the show. Konami had an all-around good showing as did Square. They formally unveiled Parasite Eve and showed off Brave Fencer Musashiden as well as Soukaigi. Capcom was impressive with announcements of Rival Schools for the PlayStation as well as Capcom Generations which collects the entire 1942-3 series on vol. 1 and Ghouls and Ghosts sagas on vol. 2. There are five volumes planned so far. Tekken 3 also made its first official showing and had gamers playing non-stop. Now, all eyes will be on the E^3 show in Atlanta to find out what the blockbusters of the end of the year will be.

POLICENAUTS

Check it out

While Wat was in Japan, he picked up some stuff for us to mess around with. **Policenauts** which has been in the top three most wanted for the past couple months has just been released as a "Best" title in Japan which is the equivalent as "The Greatest Hits" series over here. Digital comics are a new thing making waves for the PlayStation. **Space Adventure Cobra** is one such title that is making use of the format. It's pretty cool. More next month. Last, but not least we have **Namco trading cards**. Each pack is filled with characters from various Namco games. Nice card stock too.

COMIC
COBRA
VOL.1

Readers' Import Request Top 10

Special thanks to the many readers who have responded to Import Game Request! In order of votes, here are your most-wanted import games. We will update the list every month:

1. **Bushido Blade 2** Square - Fighting
2. **Policenauts** Konami - Graphic Adventure
3. **Chocobo's Mysterious Dungeon** Square - RPG
4. **Xenogears** Square - RPG
5. **Toki Meki Memorial** Konami - Dating Simulation
6. **Tobal 2** Square - Fighting
7. **Dam Dam Stompland** SME - Puzzle/ Battle
8. **Ehrgeiz** Square/Namco - Fighting
9. **Bloody Bride** Atlus - RPG/Simulation
10. **Final Fantasy IV** Square - RPG

Congratulations to our June Import Game Request Winner–
Gregory Wilcox

Vote for Imports

Send in your requests for import games you want released here and you have a chance at winning a free movie from Manga Video!

Write in:
Import Game Request Top 5
c/o The *Official U.S. PlayStation Magazine*
1920 Highland Ave. Suite 222
Lombard, IL 60148

Fax it:
(630) 916-7227

E-mail it:
dindo_perez@zd.com

Upon notification of winning, you'll receive a list of hot video titles to choose from including *Landlock, Macross Plus the Movie, Ghost in the Shell* and much more. New titles will be added to the prize list as they become available.

Metal Gear

(The live stage show)

Lucky attendees of the TGS may have witnessed a cool stage show put on by Konami to promote their game, Metal Gear. Some lovely military ladies performed a little dance and left the crowds stunned. Metal Gear Solid should be out this fall.

Theme	# of Dancers	# of guns	Company	Excitement%
Adventure	Six	Twelve	Konami	80%

Dead or Alive

(The live stage show)

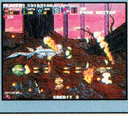
Another cool stage show was the Dead or Alive exhibition. All the regular characters from the game were represented with real-life guys and gals and the fists started flying. Check out videogames.com for a Quicktime movie of the squirmish.

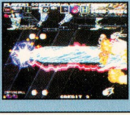
Theme	# of Dancers	# of guns	Company	Excitement%
Action	Eight	35 to 40	Tecmo	90%

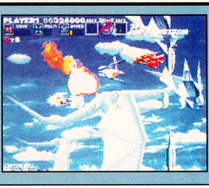
G-Darius

Theme	# of Players	Publisher	Developer	Availability
Shooter	1 or 2	Taito	Taito	Now (Japan)

G-Darius was one of the games that was reported to need an add-on chip like Tekken 3 to handle the intense graphics, but it turned out fine without one. G-Darius looks to be a spectacular shooter and a fine installment to the series.



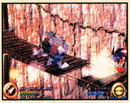


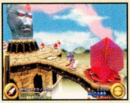


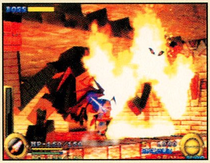
Musashinden

Theme	# of Players	Publisher	Developer	Availability
Adventure	1 player	Square	Square	Summer

Brave Fencer Musashiden is a brand-new entry from the folks at Square. This surprising title blends adventure elements with thumb-blistering action. The version shown was still early, but looked to be a solid title with lots of promise.



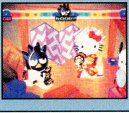


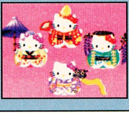


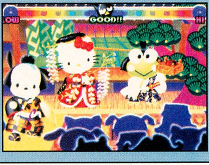
Kitty the Kool

Theme	# of Players	Publisher	Developer	Availability
Rythm	1 or 2	Imagineer	Imagineer	TBA

Out to prove that dogs aren't the only domesticated animals with rythm, Hello Kitty busts out with her own groove. Kitty the Kool takes the Feline and her friends in a foot-stomping, button-pressing hootenanny set to music.







EVERYONE
E
CONTENT RATED BY ESRB

www.playstation.com

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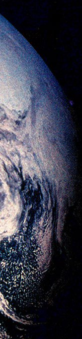
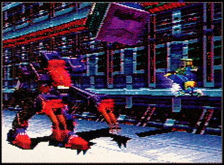
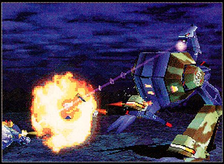
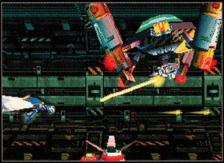








MASS DESTRUCTION, ANYONE? ACTUALLY, THIS IS DESTRUCTION FOR THE SHOOTER CONNOISSEUR. TAKE A FLIGHT THROUGH A SURREAL METROPOLIS, DEEP CAVERNS AND THE COLD VACUUM OF OUTER SPACE. BLOW STUFF UP. BLOW EVERYTHING UP. AND THEN PILLAGE THE REMAINS OF YOUR CHARBROILED ENEMIES. BECAUSE YOU'RE GONNA NEED THAT FIREPOWER (AND SOME CEREBRAL AGILITY) TO KEEP ALL THOSE MONSTROUS END BOSSES FROM TURNING YOU INTO SPACE GARBAGE.

IT'S YOUR TYPICAL SHOOTER. KIND OF.

EINHÄNDER

SQUARESOFT®

PlayStation®

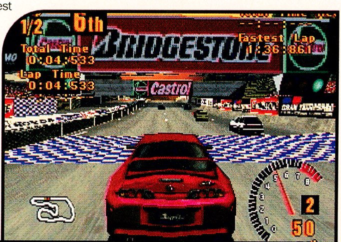
GRAN TURISMO

SCEA's high-octane racer serves all others a heaping helping of dust

You may have played pricey arcade racers with reactive steering wheels and cockpits that turn or shake. You may have played advanced console racers with a wide selection of real-world automobiles from which to choose. But you haven't played a real racing simulator until you've played Gran Turismo. The culmination of three years of painstaking R&D, Gran Turismo is the next best thing to strapping on a helmet and hitting the test track in an exotic import.

So what is it that makes Gran Turismo so special? While it was easy to explain why Hard Driving, Virtua Racing or Daytona were the pinnacle of realism in their day, Gran Turismo's brilliance can't be narrowed to a single achievement. It's not the first racer with texture-mapped polygonal graphics. It's also not the first to offer real-world autos, parts upgrades or believable car physics. No previous racing sim, however, has pushed all of these key elements to the brink of absurdity like Gran Turismo.

Boasting 163 dream machines from 11 manufacturers, a myriad upgrade options and 11 challenging tracks, Gran Turismo is an auto enthusiast's dream. Thanks to SCEI's accurate-to-the-millimeter measuring and performance evaluations, each car not only looks like the real thing, it also handles, performs and even sounds just like its real-world counterpart.

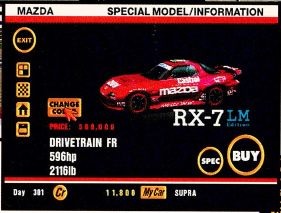

1/2
6th
Total Time
0:04:533
Lap Time
0:04:533
Fastest Lap
1:36:861
BRIDGESTONE
Castrol
2
50

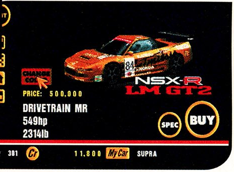
Of course, many will find Gran Turismo's complexity a bit daunting at first. (I know I certainly did.) Even in the more forgiving Arcade Mode, your first few laps may prove to be excruciating. You'll probably spend so much time bumping into other cars or track-side barriers, you'll find it nearly impossible to watch those broadcast-quality replays in their entirety. Just like real life, however, the developers force you to earn your license before beginning a real tournament. In a series of increasingly difficult tests, the developers drill you on the fundamentals of accelerating, braking and turning. While many will find Gran Turismo's crawl-before-you-walk style of instruction a bit tedious at first, these tests are essential if you hope to keep up with the front-runners come race day.

Upon earning your license, you'll be awarded 10,000 credits to purchase your first car. Of course, that'll only be enough to purchase a used set of wheels, but

GT easily ambitious

LAP
1/2
5th
Total Time
0:12:400
Total Record
Fastest Lap
2
94


MAZDA
SPECIAL MODEL/INFORMATION
EXIT
CHANGE COL
PRICE: 500,000
RX-7 LM Edition
DRIVETRAIN FR
596hp
2116lb
SPEC
BUY
Day 381
Cr
11,800
MyCar
SUPRA


CHANGE COL
PRICE: 500,000
NSX-R LM GT2
DRIVETRAIN MR
549hp
2314lb
SPEC
BUY
Day 381
Cr
11,800
MyCar
SUPRA

Most Special Models, like the two pictured here, have an asking price of 500,000 credits. They're pricey, but they're worth it.

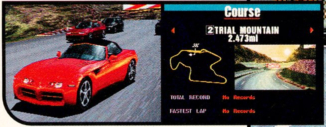
PlayStation
GRAN TURISMO
RP

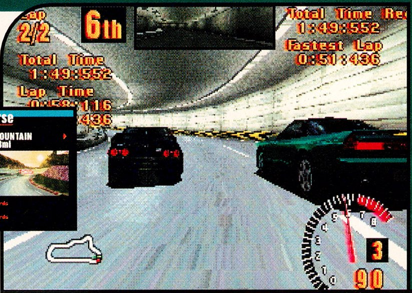
playSTATS

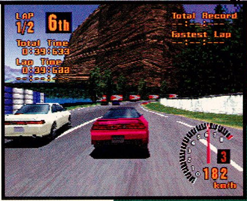
1 or 2 Players	Analog Controller Compatible	Memory Card 1 block	SCEA

Feel road conditions with Sony's new Dual Shock controller

YOU CAN WATCH A RENDERED FLYBY OF EACH TRACK BEFORE MAKING A SELECTION.


Course
2 TRIAL MOUNTAIN
2.473mi
TOTAL RECORD
No Records
FASTEST LAP
No Records


Lap
2/2
6th
Total Time Rec
1:49:552
Fastest Lap
0:51:436
Total Time
1:49:552
Lap Time
0:58:116
436
3
90


LAP
1/2
6th
Total Time
0:39:633
Lap Time
0:39:633
--:--:-
Total Record
--:--:---
Fastest Lap
--:--:---
3
182
km/h

that's all you need to enter the Sunday Cup races, where you'll face a bunch of fellow bushleaguers driving similarly tame autos. Win a few races, and you'll have enough credits to customize your original car or to buy a newer, faster model.

Eventually, you'll want to move on to face more exotic competition. To do so, you'll need to earn additional licenses and master a host of real-world driving techniques, such as weight transfer-aided turns and inertial drifts. You'll also need bigger and badder cars, which don't come cheap; prices quickly soar into the hundreds of thousands of credits. Fortunately, you can save your progress to a memory card and resume playing right where you left off the previous time.

is the most driving simulation ever...

Although the developers chose to forgo the usual eye candy (you won't find any waterfalls or hot-air balloons here), Gran Turismo is beautiful to behold, particularly the aforementioned instant replays. During these, the cars are adorned with extra reflection maps and spectral highlights, giving them an almost photo-realistic appearance. (If you have our last demo disc, you know what I'm talking about.) The replays also allow you to analyze your own performance and to study the technique of the computer-controlled cars.

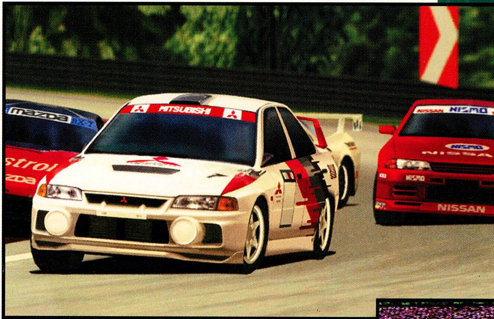
Equally impressive is Gran Turismo's analog control. While the game is playable with a standard digital pad, you'll want to run out and buy Sony's new Dual Shock controller to enjoy Gran Turismo's innovative force feedback. Thanks to the controller's twin solenoid design, the Dual Shock can produce an impressive range of vibrations to simulate everything from the gentle hum of the engine to a sharp impact from a rival car.

While the default control configuration assigns acceleration and braking to the X and Square buttons, you'll want to reassign these functions to the right stick to enjoy greater control. Advanced driving techniques like weight transfer-aided turns require a higher degree of control than can be provided

Driving Music

SCEA ADDED A NUMBER OF RISING ALTERNATIVE BANDS TO GRAN TURISMO'S SOUNDTRACK. HERE'S A TENTATIVE LIST:

- ***Manic Street Preachers, Chemical Brothers remix***
  "Everything Must Go"
- ***Ash***
  "Lose Control"
- ***TMF***
  "High"
- ***Cubanate, instrumental versions***
  "Oxyacetaline"
  "Skeletal"
  "Autonomy"
  "Industry"
- ***Garbage***
  "As Heaven is Wide"



You generally race against comparable cars in Gran Turismo, minimizing total blowouts.

by the digital buttons, which are "all or nothing."

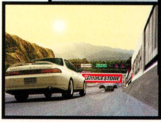
SCEA also added an alternative rock soundtrack, featuring such bands as Garbage and the Chemical Brothers, to the U.S. version of Gran Turismo, something of a mixed blessing. While these bands undoubtedly are more in line with most Americans' taste in driving music, their frantic rhythms can drown out tire squeal, engine sounds and other auditory clues to your driving performance. Fortunately, you can lower the music to a less intrusive volume in the Options Menu.

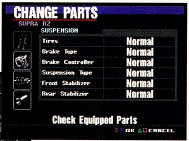
Unfortunately, a handful of car models had to be dropped from the U.S. version due to licensing restrictions, but given the insanely wide selection of cars still available, you're not going to miss them.

My only real complaint with Gran Turismo (and it's a tiny one) is the cars' inability to sustain damage of any kind. (The game does include tire wear, but I'm talking about body damage.) As was the case in Porsche Challenge, the manufacturers apparently didn't want their pretty cars to get all crumpled during the game, so the developers had to leave it out. A pity, considering how true-to-life the rest of the game is.

It's also puzzling why the in-game graphics don't look quite as nice as the replays. While your car is fully texture mapped during races, the other cars have a flatter look. Apparently, the computer can add the dynamic reflections to opponent vehicles only during replays, when it already knows how the race will play out. Gran Turismo is still one of the sharpest-looking games available for any system; however, if the in-game graphics looked as nice as the replays, Gran Turismo truly would be in a class by itself.

In short, Gran Turismo easily is the most ambitious driving simulation ever attempted. The game's sharp graphics, realistic car physics, superb control and insane number of selectable cars make it a must-have for PlayStation owners. What's more, it provides non-gaming car enthusiasts with the perfect excuse to invest in a PlayStation.

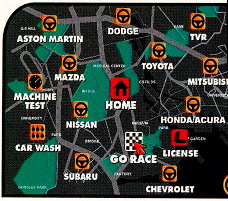




CHANGE PARTS
SUPRA RZ
SUSPENSION

Tires	Normal
Brake Type	Normal
Brake Controller	Normal
Suspension Type	Normal
Front Stabilizer	Normal
Rear Stabilizer	Normal

Check Equipped Parts



In Simulation Mode, you can visit a dealer, apply for a license or enter a race by highlighting a selection on the map.

box score

Pros

- Insane number of cars and upgrades
- Mind-blowing replays
- Realistic force feedback
- Great car physics and control

Cons

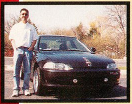
- Steep learning curve
- No car damage
- In-game graphics aren't quite as sharp as the replays

Official U.S. PlayStation Magazine Rating

● ● ● ● ●

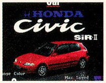
GRAN TURISMO CHALLENGE

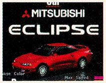
Import buffs take their cars for a virtual test drive.

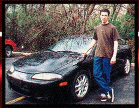


Michael Cruz of HypeRspeed Motorsports:

Being involved in the import racing scene, I was impressed with the graphic detail that Gran Turismo displayed. The wide variety of vehicles and styles surpassed any other racing game I have experienced. I particularly liked the ability to take my car model ('92 Civic Sedan) to the track. The developers' attention to detail was incredible. The way they sampled each car's engine sounds, the attention to detail in regards to physics and handling and the many other details in the game were very authentic. This game is for every car enthusiast. Whether you're a beginner or an expert, this game is the one!

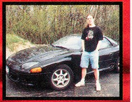






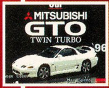
Tim Davis of *EGM*^{2}:

Gran Turismo if nothing else really makes you appreciate all the little differences between import production cars and their domestic counterparts. Unfortunately, the Mitsubishi Eclipse that's available in the game has a different drivetrain than what I'm used to (fwd vs. awd), and as a result handles somewhat differently at higher speeds, but the redline is the same, and as far as sound is concerned, it's dead on. What I found strange was the Japanese model Eclipse comes available with 16 more horsepower right out of the box. Also the rev limiter on the car seems to either have been lifted or raised significantly, for this car is able to achieve speeds of over 167 mph before bottoming out. A full 25 mph more than any Eclipse available for sale on home soil.



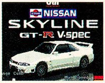
Andy Baran of *EGM*^{2}:

When doing the comparison of my 3000 GT I used the GTO equivalent with the Automatic Setting. I noticed some things were perfect with my car and others weren't. My car is pretty heavy and the Turismo simulated it perfectly. When driving, the general feel was accurate to what I'm used to. Now the bad news: cornering is completely off. Even when on gravel, there is no way to spin my car out going 35 mph. Turning simple corners at low speed, normal everyday driving conditions 20-35 MPH, was nigh impossible. I tried digital and analog control to see if it made a difference. This really disappoints me, particularly when everything else is excellent.



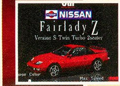
Mark Lojo of HypeRspeed Motorsports:

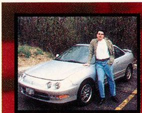
I really like the fact that you can choose cars that are familiar to you! I picked my own car (Nissan 240SX) and thought it looked and handled just like the real thing. Sony's attention to detail is great. With the growing trend of import car racing, this game simulates the rush and excitement of the real thing, sounds and all! The vibrating Dual Shock analog controller [soon to be released in the United States] makes the experience even more realistic. Any import car fan should check out Gran Turismo.



Erwin Cruz of HypeRspeed Motorsports:

I've been involved in the motorsports industry for several years now. When I first heard about Gran Turismo, I knew I had to check it out. The game accurately captures what racing is all about. Sony did a great job researching every aspect of the racing industry. The graphics are awesome. You have many cars to choose from. You even have to get your license in order to actually play. They thought of everything, even the performance upgrades for vehicles. Overall, you get the feel of what racing is all about. Gran Turismo is by far the best driving experience.

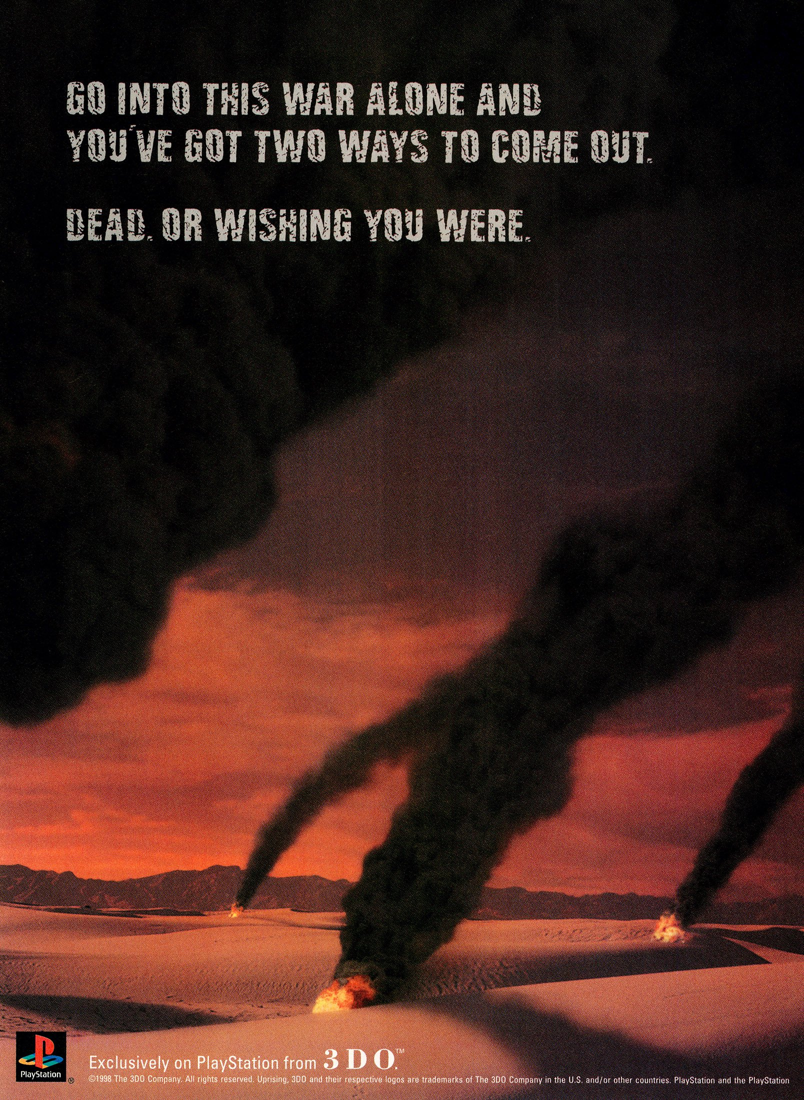




Kraig Kujawa, from *EGM*:

I'm not gonna act like I'm a fancy-pants car connoisseur, but I can say that in its Simulation Mode, Turismo remarkably represents this here Integra I'm leaning on—that is, the things comparable to my GS (I don't have a GS-R or Type-R). One thing I am a little disappointed about is that Turismo's line of Integras sport the Japanese front-end that has the flatter, more "normal" looking headlights instead of the four that peer from the front my car. In my opinion, the U.S. front-end is one of the things that makes the Integra stand out, and it should definitely be in the game. Regardless, for the most part, Gran Turismo does this line of cars justice.

Our
ACURA
INTEGRA
TYPE R
Max Speed


GO INTO THIS WAR ALONE AND
YOU'VE GOT TWO WAYS TO COME OUT.
DEAD. OR WISHING YOU WERE.
PlayStation

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UPRISING X™
RATING PENDING
RP
CONTENT RATED BY ESRB
PREPARE TO DIE.

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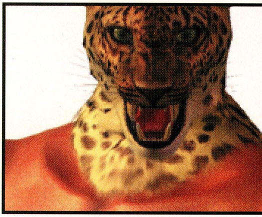
TEKKEN 3



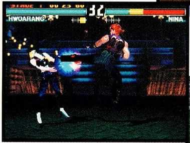
The Iron Fist Tournament has returned with a vengeance

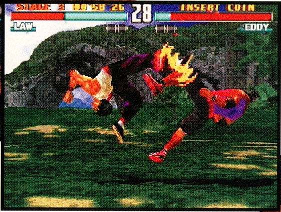
It seems like the wait for Tekken 3 to appear on the PlayStation has taken years longer than previous home conversions of the Iron Fist Tournament. Of course it hasn't been that long, but the conversion process was definitely lengthier than expected. Now it's finally here and I can tell you right away that it was worth the extra time. The home version is not quite as detailed as the arcade version, but it still is in select company when compared with other 3D fighters available on the PlayStation. There are not many games that can compete with the high standards the Tekken series has achieved, but the gap is definitely narrowing. With quality titles like Dead or Alive and Street Fighter EX plus α, the competition is getting heated. Tekken 3 is easily still the king in terms of its highly polished fighting engine and detailed graphics, but Namco went the extra mile and added huge bonuses for the home version like they have with their previous fighting game conversions.

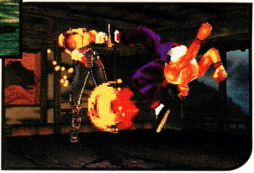
Graphically, Tekken 3 is awesome with character models containing high polygon counts and pretty, pseudo 3D backgrounds. The character designs and interesting fighting areas are clearly above anything else that has appeared in competing games. The frame-rate is smooth (although there is some slowdown in spots), and the action is incredibly fast and relentless.

The basic fighting engine has been modified from Tekken 2 although not so severely that you couldn't use those same strategies in Tekken 3. Of course you won't get very far unless you inject some new-school action into your arsenal. There are some new moves for each character as well as new characters to learn and master. The most important modifications made to the gameplay are in how your characters react when blocking attacks, as well as move timing, range and getting up from attacks. For example, certain moves that would have knocked you off your feet in Tekken 2 only stun you for a brief moment in Tekken 3. Little things like this mean the world when you're trying to become the king of the third Iron Fist tournament. The new characters are a mixed bag ranging from cool and amusing to useless and amusing. Eddy and Hwoarang are two of the more powerful additions to the regular cast while Gon is cute, but tough to

This is one don't come







LAW'S FLIP KICKS ARE CHEAPER THAN EVER IN TEKKEN 3. THEY CAN BE USED IN ALL KINDS OF COMBOS AND COME OUT MUCH QUICKER THAN BEFORE.

playSTATS

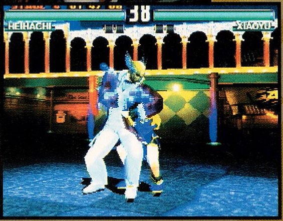
1 or 2 Players | Analog Controller Compatible | Memory Card 1 block | Namco

PlayStation

Random select team battle is the best way to settle disputes

YOU'LL HAVE TO GO THROUGH FORCE MODE A TOTAL OF FOUR TIMES BEFORE YOU'LL BE ABLE TO UNLOCK ITS' SECRETS. EACH TIME THROUGH WILL YIELD ONE KEY. WHAT WILL IT REVEAL?

STAGE 1 00'45"31 16 INSERT COIN
DOCTOR B

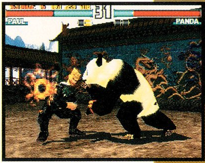


win with. The balance of these characters is still a bit spotty with Paul being the most unbalanced character around. He is just too powerful compared to the other characters. Heihachi was a character who got adjusted down in power and King is not quite as dominant as he used to be. Overall, throwing does less damage than it used to which was a good adjustment. Counterattacks are still a bit unfair since not all characters have them and they do a huge amount of damage. It would be nice if the counterattacks were harder to pull off, making them impressive to perform as well as rewarding in the punishment you dole out. All in all though, the fighting engine of this fighter is still the best around.

of those games that around too often

Now I get to the extra stuff. Right from the start you can go into Force Mode and play a side-scrolling fighting game which has levels and mid-Bosses. This is a nice bonus especially since it's incredibly tough. The disappointing part about Force Mode is that you have to resort to cheap maneuvers over and over to beat it which takes away all the fun. The reason I say that you'll need trickery is that to unlock the hidden character Doctor B (Yoshimitsu's creator) you'll need to beat Force Mode four times!

Speaking of hidden characters, you can gain access to other ones by beating the game with each character. This is somewhat different from Tekken 2 in that every character had a sub-Boss which became accessible once you defeated them. In Tekken 3, no matter which character you use to defeat the game, the order of unlocked characters always remains the same. This mimics the arcade's time release function which allowed certain characters to become playable after a certain time had passed since the game was first turned on. As you unlock all the characters, other modes will become available like Ball Mode and Theater Mode. Theater Mode is simply awesome, allowing you to view any cinema endings you've unlocked at any time you wish. After unlocking every cinema, you can access music from the game via Theater Mode and play the endings



YOSHIMITSU

WATCH OUT PANDA! UNBLOCKABLE MOVES ARE BACK AND THEY STILL PACK THE PUNCH THAT MADE THEM SO DEADLY IN TEKKEN 2.

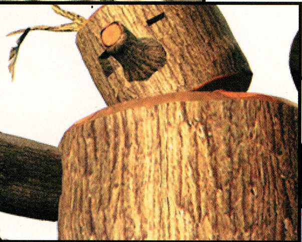
from Tekken 1 or 2 by inserting those discs while running Theater Mode. How cool is that? All the characters have endings which are pretty good and a bit longer than the ones in Tekken 2.

Ball Mode is basically like a fighting version of volleyball where the goals are somewhat similar. You still need to make the other player miss the ball, but now you can hurl the ball by hitting it with basic attacks or giving it a little more mustard with a special move. This is actually an entertaining and challenging addition to the game.

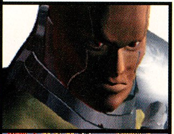
The music in the game is pretty good although the tunes aren't quite as distinctive as the ones heard in Tekken 2. Over time, I'm sure they'll etch themselves in my brain. OK, I've got a couple gripes about the game so prepare yourself. The conversion process seems to be a bit more than the PlayStation can handle which manifests itself in the form of slowdown in certain situations. You'll notice it most during a one-player fight against Heihachi and also in Practice Mode. There is also some graphical glitchiness in places. It's not very distracting but it's there. The endings are good, but they always seem to explain too little. Some of the endings now have speech and text which are both good and bad. Julia's ending is pretty informative with Julia talking to her mother Michelle, but the voice acting isn't very good and it makes the exchange seem silly. The background stories of the characters are really interesting and it would be nice if they could be explored more within the game. Still, these annoyances are overpowered by the complete package that is Tekken 3. When you add up the awesome fighting engine with the amount of characters and the overall graphic excellence, you get a fighting game event that you shouldn't miss out on. This is one of those games that don't come around too often and will be played for countless months (at least until Tekken 4 comes out anyway).

—Wataru Maruyama

39
INSERT COIN
JIN
HWOARANG



YOU MAY BE WONDERING WHO THIS BLOCK OF WOOD IS. HE'S NONE OTHER THAN A FIGHTING GAME LOVIN, DOMESTIC CHORE DODGING WOODMAN NAMED MOKUJIN.



GUN JACK
KING

box score

Pros

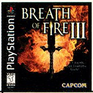
- Highly polished fighting game engine
- Great graphics
- Extra play modes
- Lots of characters
- Endless two-player replay value

Cons

- Isolated slowdown
- Minor graphical glitches

Official U.S. PlayStation Magazine Rating

● ● ● ● ●



playSTATS

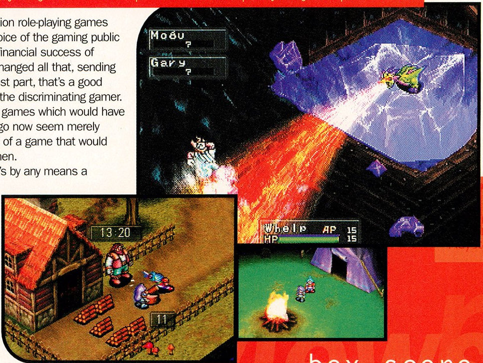
1 Player | Memory Card 1 block | Capcom

BREATH OF FIRE III

A satisfying–if uninspired–role-playing experience

It wasn't so long ago that PlayStation role-playing games were extremely scarce. But the voice of the gaming public (not to mention the unparalleled financial success of games like Final Fantasy VII) has changed all that, sending a surge of RPGs to the market. For the most part, that's a good thing, because there are more choices for the discriminating gamer. But the flip side of the glut of RPGs is that games which would have been seen as exceptional around a year ago now seem merely adequate. Breath of Fire III is one example of a game that would probably have been better received back then.

Obviously, by saying this I'm not saying it's by any means a bad game. The story is an interesting one, long and involving, and the gameplay itself is as simple and intuitive as any RPG could hope for. But I just wish designers of RPGs would finally step out of the 16-Bit era and join the present.

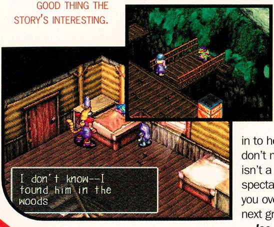


Take the graphics, for example. Like many recent releases, the game includes a lot of nifty magic effects, from lightning crashing down from the heavens to the said breath of fire spouted by Ryu, the game's draconic hero. But the majority of the rest of the graphics are presented in that blocky, minimally animated style that marked the heyday of 16-Bit RPGs. And why does it seem like every RPG ends in almost exactly the same way? (I won't give it away, but I will say that it's similar to 90 percent of the RPGs on the market.)

Breath of Fire III uses a strange mix of blocky 16-Bit-looking graphics and top-notch 32-Bit visual effects. It's a good thing the story's interesting.

Now, Breath of Fire III does have its innovations. I thought the 3D towns were well-utilized, especially given the player's ability to adjust the camera angle to look behind obstacles. And the transformations of the main characters kept things interesting, as well. And, as I mentioned before, the story itself is well-presented, with lots of little mini-game-style bits thrown in to help fight monotony. So I don't mean to say this game isn't a good one; it just isn't a spectacular one. It'll help tide you over until the release of the next great RPG classic.

—Joe Rybicki



I don't know--I found him in the woods

box score

Pros

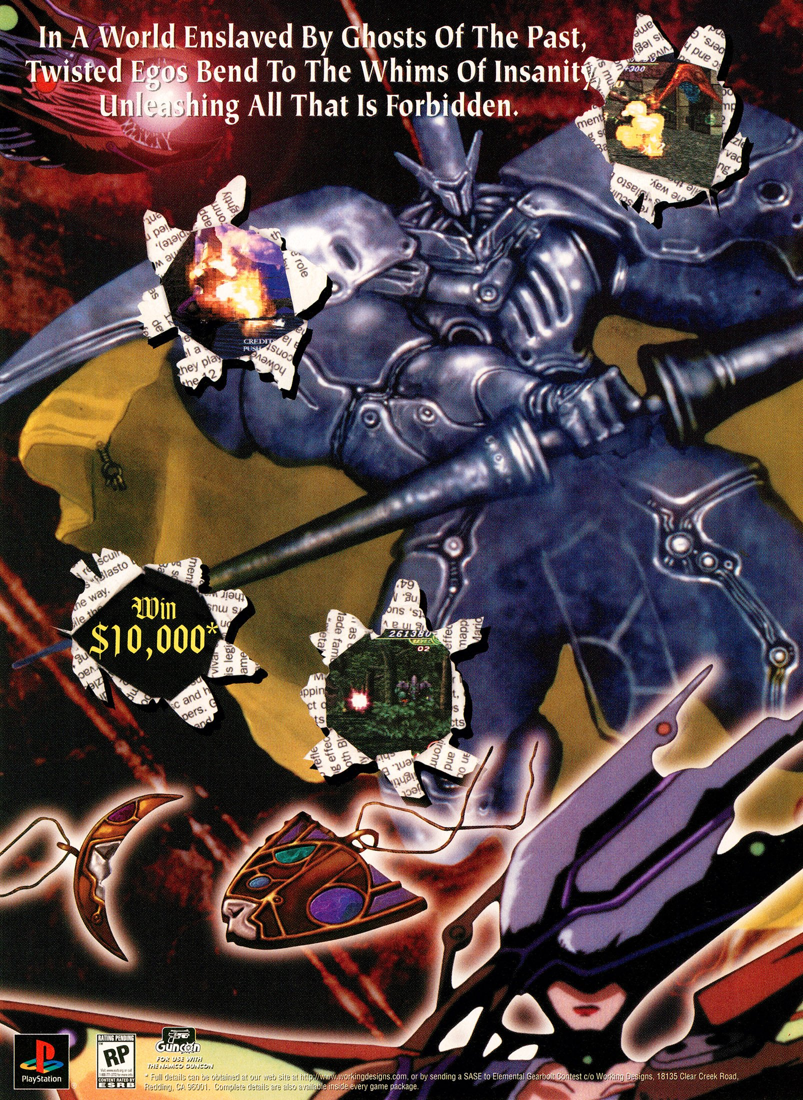
- Well-thought-out, interesting story
- Simple, intuitive controls
- Varied, lengthy gameplay
- 3D towns

Cons

- The story (especially the ending) is somewhat uninspired and formulaic
- Most graphics appear dated

Official U.S. PlayStation Magazine Rating

●●●◐○


In A World Enslaved By Ghosts Of The Past, Twisted Egos Bend To The Whims Of Insanity, Unleashing All That Is Forbidden.
Win $10,000*
PlayStation
RATING PENDING
RP
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CONTENT RATED BY ESRB
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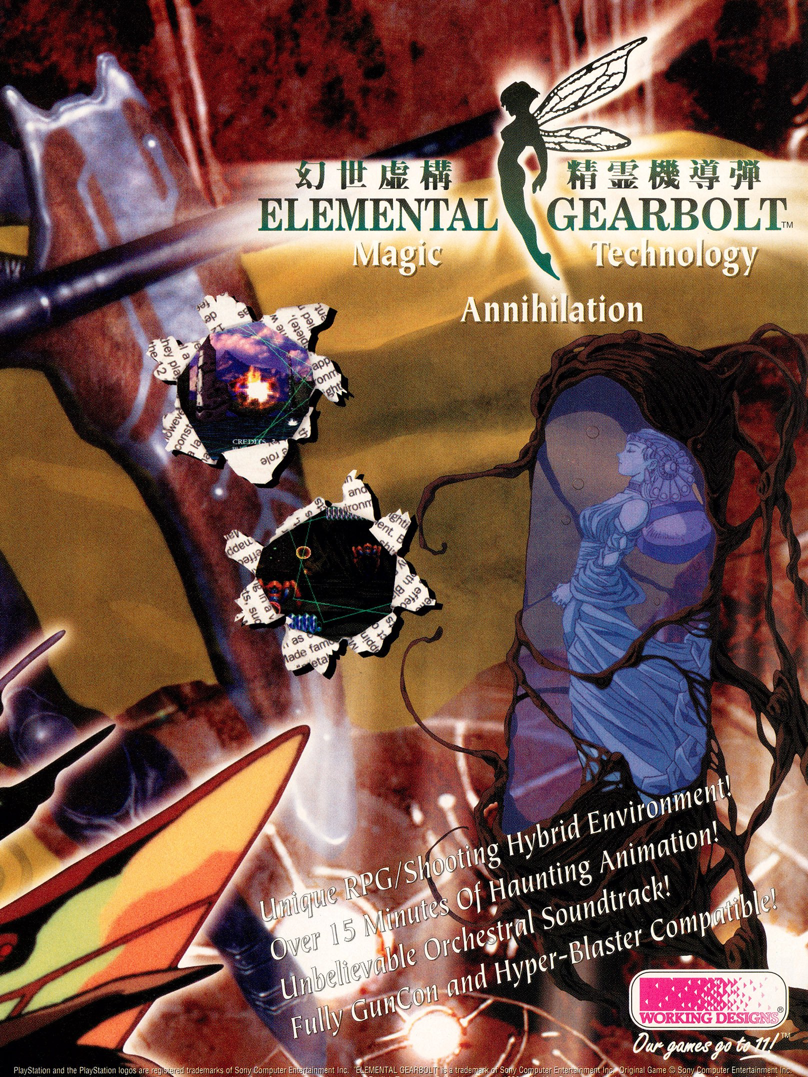
* Full details can be obtained at our web site at http://www.workingdesigns.com, or by sending a SASE to Elemental Gearbolt Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.


幻世虚構 精霊機導弾
ELEMENTAL GEARBOLT™
Magic
Technology
Annihilation
Unique RPG/Shooting Hybrid Environment!
Over 15 Minutes Of Haunting Animation!
Unbelievable Orchestral Soundtrack!
Fully GunCon and Hyper-Blaster Compatible!
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playSTATS

1or 2 Players | Memory Card 1 block | SCEA

CARDINAL SYN

Slice and dice in SCEA's gothic gorefest

NEPHRA
47
MCKRIED
WINS: 1

MONGORO
51
VANGUARD

Closely mirroring the plot of Soul Blade (and innumerable other fighters), Cardinal SYN enlists the player in a winner-takes-all tournament hosted by a mysterious figure (SYN) who possesses an object everybody in the land is willing to risk dying for to obtain (the Swords of Trinity).

While the story may be strictly "paint by numbers," Cardinal SYN's gothic look, copious quantities of blood and orchestral soundtrack help the game rise above the seemingly endless sea of look-alike Street Fighter clones...but not by much.

The game's expansive, hazard-filled arenas add some much-needed strategy but not enough to detract from shortcomings in gameplay. (SYN is a button masher's dream.)

SYN's huge roster of characters insures plenty of replay value; however, spotty computer AI lets you race through the game in no time. (Opponents may be repeatedly slashed while lying on the ground, or you may simply run from them until time expires.) Two-player contests fair much better and will appeal to gamers who don't like memorizing a novel's worth of complicated moves.

—Gary Mollohan

box score

Pros

- **Beautiful graphics**
- **A KILLER end-Boss!**

Cons

- **Too easy to exploit AI weaknesses**
- **A bit shallow for fighting enthusias**

● ● ● ○ ○

DEATHTRAP DUNGEON

playSTATS

1 Player | Memory Card 1 block | Eidos

PlayStation
DEATHTRAP
Dungeon
EIDOS

It could have been so much more...

Wow. It's hard to believe that the company that gave us Tomb Raider is also responsible for a game as overwhelmingly average as Deathtrap Dungeon. At first there was speculation that Deathtrap Dungeon was based on the Tomb Raider engine. Now, I only wish that were the case.

Where to begin? First of all, the controls are extremely problematic. Extra-touchy turning, sluggish jumping and a poorly implemented Run button are just a few of the frustrations.

And the camera! When you suddenly find your perspective swung 30 feet into the air over your character, it's as sickening as it is confusing. The incredibly low frame-rate doesn't help things, either.

Also, at first the game's puzzles seem overly simplistic, adding to the frustration. But this game does have its moments, and it is possible to get sucked into the spirit of racing down dark corridors hunting for more switches to flip.

Deathtrap Dungeon is a game that you'll really need to spend some time with to enjoy. It isn't without its redeeming qualities, but these don't become apparent without extended play. One thing is certain: It's no Tomb Raider.

—Joe Rybicki

box score

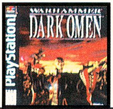
Pros

- **Pretty, detailed graphics**
- **Appropriate atmosphere**

Cons

- **Horrible controls**
- **Simplistic enemies and puzzles**

● ● ◐ ○ ○

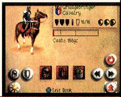


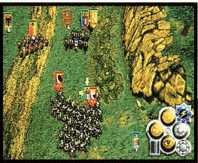
playSTATS

1 Player | Memory Card 1 block | EA

DARK OMEN

You win some, you lose some...





SYLVANIA
THE MOOT
GREY MOUNTAINS
LOREN FOREST
BLACK MOUNTAINS

Like EA's recently released Diablo, Dark Omen is a port of a successful PC title. This time, unfortunately, the process of translation has left quite a bit to be desired.

The game itself is at least interesting, a strategy title that's halfway between the turn-based strategies of old and the real-time games that are all the rage lately. As commander of your army, you must strategically position your troops to best take advantage of the terrain. For the most part you're giving only the most basic commands, unlike real-time strategies like WarCraft or Command & Conquer, in which you control each unit individually.

Unlike those other titles, however, Dark Omen has an important and engrossing story, acted out through spoken dialogue between characters.

But the game suffers from two major problems: First, the controls are terribly clumsy. It's so difficult to switch control to a different regiment that it breaks up the battle badly. And second, your units are so small and the graphics so muddy that it's hard to tell what's going on. I wouldn't recommend this game to any but the most die-hard strategy fans.

—Joe Rybicki

box score

Pros

- Engrossing story
- 3D terrain

Cons

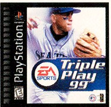
- Tiny units, muddy graphics
- Poorly implemented controls

● ● ○ ○ ○

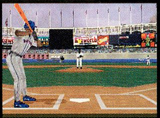
TRIPLE PLAY 99

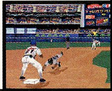
playSTATS

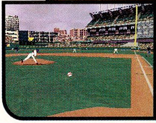
1~8 Players | Memory Card 2~16 blocks | EA Sports



Electronic Arts takes us out to the ball game

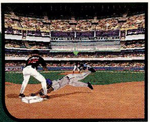






Triple Play 99 is Electronic Arts' latest edition in their popular baseball series. The pre-game setup interface is put together very well, making choosing teams and lineups a snap. Graphically, the game is nice to look at with some slight improvements in the character models from last year.

For some reason, whenever the batter hits the ball, the frame-rate drops dramatically. This, coupled with the switching camera angles, makes it difficult to get your fielder to where the ball is going. While this is the only time during the game where the animation is not smooth, it does cripple the flow of the game not to mention make fielding an incredible chore. This was the case with last year's version which makes it inexcusable that it wasn't fixed in this updated edition. The saving grace of this title is that it simulates the total experience of watching a ball game. The TV-style presentation and dual commentary is unmatched, but that still isn't enough to recommend this year's version over the last, especially if you already own the older version.



—Phil Theobald

box score

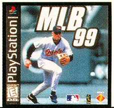
Pros

- Great commentary during gamepla
- Simple interface

Cons

- Choppy animation and frame-rate
- Murky nighttime graphics

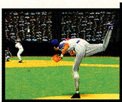
● ● ◐ ○ ○

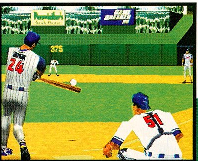


playSTATS

1 or 2 Players | Memory Card 1 block | SCEA

MLB 99

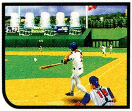


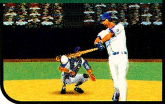


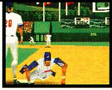
The boys of summer have found a new home

It's a real shame that there aren't more quality baseball games available for the PlayStation. Fortunately, MLB 99 is one of the brightest gems yet to appear of the genre. The graphics are excellent with amazing attention paid to the details of each ballpark. The players themselves look detailed and animate in a convincing fashion. What I really liked was the batter/pitcher interface which could be changed to suit difficulty levels. This is the same style of interface that was first introduced in World Series Baseball for the Genesis 16-Bit system and it remains the best in representing the confrontation between pitcher and batter. Vin Scully handles the commentary chores and he does a marvelous job. Having grown up in L.A. watching him do Dodger telecasts makes me a bit biased, but he is truly an all-star broadcaster and adds a whole lot to the game. On the down side, the commentary does lag behind plays a bit which is annoying and there are some computer AI problems in baserunning and selection of relief players. MLB 99 isn't perfect, but it still is the best baseball game available for the PlayStation.

—Wataru Maruyama







box score

Pros

- **Smooth gameplay**
- **Impressive player animations**
- **Spring Training Mode**

Cons

- **Some computer AI problems**

●●●●○

PITFALL 3D

playSTATS

1 Player | Memory Card 1 block | Activision

Harry should have stayed in the past

It seemed like the perfect retro-game marriage—Pitfall Harry has finally left his simplistic, 2D jungles for the vividly different and flashy 3D worlds often found on the PlayStation. Unfortunately, like you might expect in the '90s, it doesn't look like the marriage worked out very well.

Pitfall 3D is a classic example of a game that breaks all of the rules that just about every platform game should obey. It has restrictive controls that only allow for one distance of jumping, and has some horrible camera perspectives that make you guess whether a jump is actually possible or not. In some spots, things got so confusing that it was absolutely necessary for Activision to put arrows in the floors to show you where to go. Making the game even more tedious are the often cheap deaths that can only be avoided after you know exactly what to do beforehand from your previous deaths.

All of these major gameplay failings ruin whatever decent graphics and sound you might find in Pitfall 3D, and that's unfortunate, because there are some cool sights to see. But seeing them just isn't worth the price of admission, unless it's a rental.

—Kraig Kujawa

box score

Pros

- **Good graphics**
- **Has the old Pitfall game**

Cons

- **Annoying gameplay mechanics**
- **Loads of cheap deaths**

●●○○○

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"The Best PlayStation Baseball Game Of The Year."

-Game Informer

PlayStation
NTSC U/C
PlayStation
MLB™ 99
EVERYONE
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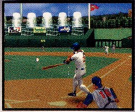
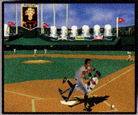
CONTENT RATED BY ESRB
SCUS-94233
94233
MAJOR LEAGUE BASEBALL
PLAYERS CHOICE
SONY
COMPUTER ENTERTAINMENT





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MLB PLAYERS CHOICE

GENUINE MAJOR LEAGUE MERCHANDISE

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review recap

a roundup of the more notable titles of the past few months

Ace Combat 2

PlayStation
ACE COMBAT 2
namco

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter combat.

OPM Rating ●●●●●

Arcade's Greatest Hits: Atari Coll. 2

PlayStation
MIDWAY
ARCADE'S GREATEST HITS
PAPERBOY
GAUNTLET
RoadBlasters
MARBLE MADNESS
MIDWAY

Just about all of us spent a lot of time with the games in this collection when they were in the arcades, so you might think you'd be as willing to spend time with them now. For the most part, you'd be wrong. Like most collections of old arcade games, this one is good for nostalgia but really not much else. Marble Madness is the best of the lot.

OPM Rating ●●◐○○

Bloody Roar

PlayStation
BLOODY ROAR

The newest fighter from SCEA sports loads of interesting options, most notably the ability to transform from human to beast at will. A quick fighting engine and intuitive controls earn points for this one, but the overall low level of difficulty prevents it from being truly great. Still, it's a solid, interesting addition to the PlayStation's stable of fighters.

OPM Rating ●●●◐○

Castlevania: SotN

PlayStation
Castlevania
Symphony of the Night

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Castlevania offers some of the best platform/adventure/RPG action on any system, with beautiful graphics, enthralling gameplay and three separate endings, to boot. Symphony of the Night is a must-have for any gamer.

OPM Rating ●●●●●

Colony Wars

PlayStation
COLONY WARS

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. The story isn't exactly high art, but the hair-trigger controls put most other games of space combat to shame.

OPM Rating ●●●●●

Crash Bandicoot 2

PlayStation
CRASH

Naughty Dog and Universal took criticisms of the first Crash to heart when designing the sequel. Although very similar to the original, Crash 2 is more user-friendly, less linear, more honest in its challenges and more impressive graphically. An all-around great platformer.

OPM Rating ●●●●○

Duke Nukem: Total Meltdown

PlayStation
DUKE NUKEM

The man that redefined the 3D corridor shooter has brought his bad self to the PlayStation at last. The level design and tough humor are the highlights here; Duke's one-liners give the game a personality that many other titles in the genre lack. The game retains its controversial themes, however, so parents be warned.

OPM Rating ●●●○○

Final Fantasy VII

PlayStation
FINAL FANTASY VII

The most hyped RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under its overwhelming merits. RPG purists who are immune to awe may complain of the overly cinematic presentation. Ignore them. FFVII will redefine the genre.

OPM Rating ●●●●●

Hot Shots Golf

PlayStation
Hot Shots GOLF

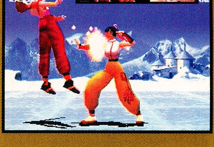
SCEA's whimsical golf game is a good place to start if you have no idea

recap pick of the month

Dead or Alive

PlayStation
DEAD OR ALIVE
Martial Arts Fighter
TECMO

Amidst the sudden surge of new PlayStation fighters is the impressive Dead or Alive. The game has tons of moves, lightning-fast controls and a hyperactive move-reversal system that never lets any one player dominate the match. Add a quick-dodge Evade button, and you've got one fast and furious fighter. But it doesn't stop there. Each ring is surrounded by an explosive Danger Zone, which causes damage to players unlucky enough to hit the ground—instead of ending the match with the quick and cheap "ring out" that other 3D fighters employ. Graphically, the game is equally strong, with beautiful, smooth characters and combat that blazes along fluidly. And yes, the female characters are ridiculously animated in the torso, but you can always turn that off. All in all, it's one superb fighter.



OPM Rating ●●●●◐

how to play the sport. The game takes care of all the mundane details for you, leaving you free to enjoy the thrill of a hole-in-one. Hidden players and other goodies, as well as a full (and tough) miniature golf course, add challenge and replayability. It's easily the most simple and addictive golf game available.

OPM Rating ●●●●○

Judge Dredd

PlayStation
JUDGE DREDD

Fans of the comic series or the movie (of which there are precious few) would be most likely to stand a chance of enjoying this one. It's a largely ho-hum light-gun shooter where you get to wear Dredd's badge and take on the role of judge, jury and executioner. Although Dredd is, in fact, the law, he is *not* an attractive man, as evidenced by the absolutely horrible full-motion video sequences: Dredd wears a comical sneer that perfectly sets the tone for this laughable game. Another great comic license destroyed by bad visualization.

OPM Rating ●◐○○○

Klonoa

PlayStation
KLONOA
namco

Namco's platformer is delivered in the "2-and-a-half-D" style that made Crystal Dynamics' Pandemonium! popular, but is much cleaner-looking, as well as a great deal more complex. The ability to choose between multiple pathways makes each level more intricate—and consequently more challenging. Don't let the cartoony graphics fool you; this is no kiddie game.

OPM Rating ●●●●●

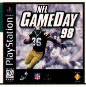
The Lost World: Jurassic Park

PlayStation
THE LOST WORLD

This game has a great deal of potential, but fails—in a big way—to deliver the goods. The absolutely amazing dinosaur animations can't redeem this one; it manages to break every sensible rule of platform gaming. If you're into good gameplay, go dig somewhere else.

OPM Rating ●○○○○

NFL GameDay 98



SCEA has fought its way to the top of the football

heap with a completely revamped, polygonal graphics engine and gameplay that is fast, furious and just plain fun. Great AI makes this game nicely challenging, and a host of options and Easter eggs lets players customize to their hearts' content.

OPM Rating ●●●●●

Reboot

PlayStation
ReBoot

The novelty of maneuvering a hoverboard through a 3D environment brings to mind the arcade classic 720, but wears off quickly under the strain of poor controls and monotonous play. Fans of the Saturday morning computer-animated series of the same name will undoubtedly enjoy Reboot more than the rest of us.

OPM Rating ●●◐○○

SaGa Frontier

PlayStation
SaGa Frontier

There is such a thing as being *too* non-linear, as evidenced by the sprawling, unfocused collection of seven stories that makes up SaGa Frontier. Nevertheless, the beautiful backgrounds, an unusual battle system and a lighthearted feel should appeal to RPG-hungry fans with a lot of time on their hands.

OPM Rating ●●●◐○

San Francisco Rush

PlayStation
RUSH
MIDWAY

Midway's high-flying arcade racer leaps onto the PlayStation, with less-than-spectacular results. The frame-rate is low and the graphics are grainy, but the track design has always been the real star of the SF Rush show, and the tracks are completely intact. It's an enjoyable game, if something of a guilty pleasure.

OPM Rating ●●●○○

Tomb Raider II

PlayStation
TOMB RAIDER II
EIDOS

Although this sequel is at its heart just more of the same, the inclusion of vehicles for Lara to pilot (a small speedboat and a nicely realistic snowmobile) adds some plain old arcade-style fun to a game that can become a bit too ponderous at times. One would expect the graphics to be better than the original, though.

OPM Rating ●●●●◐

Skullmonkeys

Additional Ratings at a Glance

Alundra	●●●●○
Armored Core	●●●◐○
Cool Boarders 2	●●●●○
Croc	●●●●○
Final Fantasy Tactics	●●●●○
G-Police	●●●●◐
Gex: Enter the Gecko	●●●◐○
Jet Moto 2	●●●◐○
Madden NFL 98	●●●●○
Micro Machines	●●●●●
MK Mythologies	●●◐○○
Moto Racer	●●●●●
NBA Live 98	●●●●◐
NCAA Football 98	●●○○○
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Point Blank	●●●◐○
Resident Evil: DC	●●●○○
Riven: Sequel to Myst	●●●●●
Skullmonkeys	●●●●●
Street Fighter EX + α	●●●●○
Test Drive 4	●●●◐○
Treasures of the Deep	●●●●○

12:00
4
BULLS
71
PACERS
62
CHICAGO BULLS

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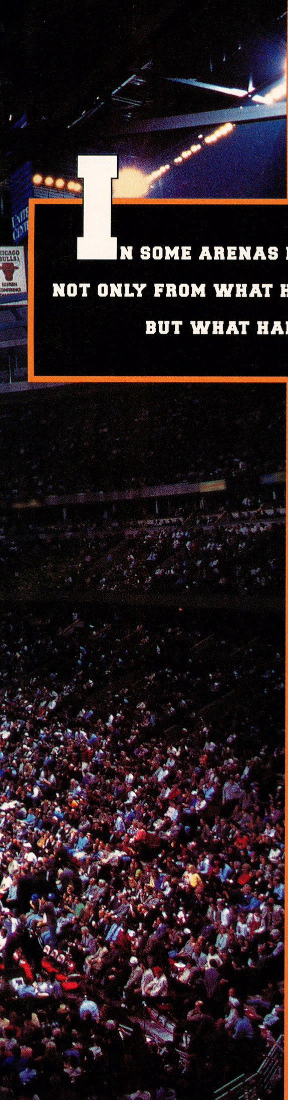

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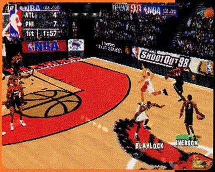
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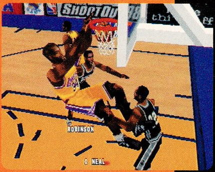
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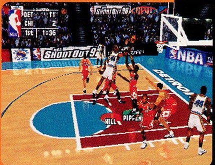
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PLAYSTATION'S 10 GREATEST... RACING GAMES

POWER TEAM
14
POWER TEAM
POWER TEAM

compiled by the *OPM* staff

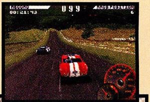
As part of our continuing series of features devoted to the very best PlayStation has to offer, we proudly present PlayStation's 10 Greatest... Racers. As you might have guessed, the recent arrival of a reviewable Gran Turismo sparked quite a debate over whether or not it's the **greatest PlayStation racer** of all time. Sure, it's got a virtual airplane hanger full of real-world autos and broadcast-quality instant replays, but is it as much fun as Rage Racer or other hits of yesteryear? To settle the debate, we knocked the dust off some of our older favorites and pitted them in head-to-head competition. Kind of like the car-buying process, each game's options—including number of vehicles, tracks and analog compatibility—weighed heavily in our decision-making process. Historical significance, however, did not. As in last issue's fighting game feature, the final list was based on which games we still enjoy playing in 1998, so you won't see titles like ESPN Extreme Games, which was moderately fun in its day but pales in comparison to today's latest offerings, on the list. While realism was important when considering games touted as driving sims, a few games that toss real-world physics and technology out the window did make the final cut because they're simply too much fun to ignore. Finally, we decided to omit the Hall of Shame (although it wasn't for want of suitable candidates) and included a list of must-have racing peripherals instead. While PlayStation's standard digital pad is more than adequate for most of the following titles, using a controller specifically designed for racing games can add a new dimension of fun and realism.

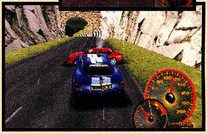
10 Test Drive 4

Developer: Pitbull Syndicate
Publisher: Accolade
Released: 10/97
Number of...
vehicles: 10 **tracks:** 6 **players:** 1 or 2
Analog support: yes

Created by the makers of Destruction Derby, Test Drive 4 contains some of the most realistic crashes and graphics you're likely to see on the PlayStation. TD4 also generates more white-knuckled excitement than any other racer thanks to its high speeds, cross traffic and insane jumps. Also, it's the only PlayStation racer that pits exotic imports from around the globe against classic Detroit muscle cars.

Final verdict: *Arcade-like but superb.*

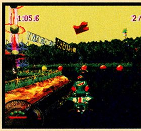




9 Jet Moto

Developer: SingleTrac
Publisher: SCEA
Released: 11/96
Number of...
riders: 20 **tracks:** 10 **players:** 1 or 2
Analog support: no

While Jet Moto 2 added a host of improvements, such as analog support and a trophy room feature, we still prefer the original, mainly because it's not so impossibly hard. The stomach-churning jumps, hairpin turns and suicide courses make Jet Moto play more like your favorite amusement park ride than a conventional racer. Plus, it's still widely available thanks to SCEA's economi-



cally priced Greatest Hits series.
Final verdict: *Lacks Jet Moto 2's extras but is still more fun.*

8 Formula 1
Championship Edition

Developer: Bizarre Creations
Publisher: Psygnosis
Released: 9/97
Number of...
drivers: 35 **tracks:** 21 **players:** 1 or 2
Analog support: yes

Psygnosis added spectacular crashes, improved opponent AI and pit feedback to its already excellent racing engine, making Championship Edition the definitive F1 game. It also runs in PlayStation's High-res Mode, making the game look as spectacular as it plays.

ALESI
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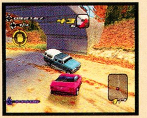
HILL
17.9

Final verdict: *PlayStation's greatest Formula 1 simulator. Period.*

7 Need for Speed III

Developer: Electronic Arts
Publisher: Electronic Arts
Released: 3/98
Number of...
vehicles: 8 **tracks:** 8 **players:** 1 or 2
Analog support: yes

While previous PlayStation installments of the Need for Speed series failed to impress, it looks like the third time's the charm for Electronic Arts. While boasting a number of play modes, Need for Speed III truly shines in Pursuit Mode, which has the player smashing through police barricades in the attempt to elude the long arm of the law.



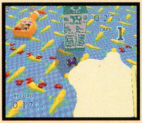
Final verdict: *Easily the best of the Need for Speed series.*

6 Micro Machines V3

Developer: Codemasters
Publisher: Midway
Released: 12/97
Number of...
vehicles: 32 **tracks:** 48 **players:** 1-8 with shared controller option
Analog support: no

Micro Machines V3 may be small in scale, but it's big in fun. The Gulliver-sized tracks, amusing power-ups and hidden cars make V3 a winner. Plus, you can save your hard-won Micro Machines to a memory card and race them against a friend for "keepsies."

Final verdict: *Lighthearted but addictive, particularly in Multiplayer Mode.*



5 NASCAR 98

Developer: Stormfront Studios
Publisher: EA Sports
Released: 9/97
Number of...
drivers: 24 **tracks:** 16 **players:** 1 or 2
Analog support: yes

Building upon their successful Andretti Racing engine, EA Sports added a host of improvements to NASCAR 98, including beefier car physics, individual paint jobs for each car and a Southern-fried rock soundtrack. Wider tracks allow you to bump 'n run with the best of 'em, often two or three cars wide.

Final verdict: *Our friends across the pond may consider F1: Championship Edition tops, but in America, NASCAR is king.*

4 WipeOut XL

Developer: Gremlin
Publisher: Psygnosis
Released: 10/96
Number of...
vehicles: 12 **tracks:** 8 **players:** 1 or 2
Analog support: yes

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1 OF 4
LAP TIMES
0:16.4
THRUST
275 MPH
ENERGY

Guaranteed to entrance you with its hypnotic music and pulsing visuals, WipeOut XL remains a technological showpiece to this day. Smoother graphics, more tracks and some devilish new weapons sent XL rocketing past its celebrated predecessor.
Final verdict: *WipeOut XL is one of PlayStation's all-around greatest. Period.*

3 Moto Racer

Developer: Delphine Software Int.
Publisher: Electronic Arts
Released: 10/97
Number of...
vehicles: 16 **tracks:** 10 **players:** 1 or 2
Analog support: yes

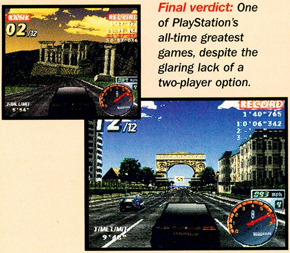
Electronic Arts went the extra mile by including not one but two types of racing—superbike and motocross—in Moto Racer. The game boasts silky-smooth analog control, hidden pocket bikes and one of the most unusual tracks ever seen in a racing game: the Great Wall of China.
Final verdict: *Strange physics and rider movements slightly mar the motocross portion, but this is more than offset by the superbikes.*

2 Rage Racer

Developer: Namco
Publisher: Namco
Released: 5/97
Number of...
vehicles: 13 **tracks:** 1 (w/3 extensions) **players:** 1
Analog support: yes

Namco toned down the cheery graphics a bit for the most recent installment in the Ridge Racer series, opting for a grittier, more realistic look. Namco also added a Season Mode, the ability to customize your vehicle and a much more diverse selection of vehicles, including a Corvette look-alike and a lowrider truck! The control, of course, was patented Namco perfection.

Final verdict: *One of PlayStation's all-time greatest games, despite the glaring lack of a two-player option.*

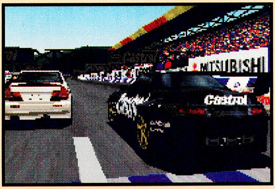


1 Gran Turismo

Developer: SCEI
Publisher: SCEA
Released: 5/98
Number of...
vehicles: 163 **tracks:** 11 **players:** 1 or 2
Analog support: yes

The most life-like driving simulator ever (home or arcade), Gran Turismo, with its immense assortment of real-world cars, easily cruises into our top spot. Three years of R&D went into this baby, and it shows in every aspect, from the sampled engine sounds to the broadcast-quality replays.

Final verdict: *Gran Turismo is a must-have game for PlayStation owners and merits buying a system if you're a non-gaming car enthusiast.*



If you purchased one of the games featured above based on our suggestion or have an idea for a future "PlayStation's 10 Greatest..." feature, drop us a line.

4 Must-Have Racing Accessories

Dual Shock Controller

From: SCEA
Price: TBA
Essentially a new-and-improved version of SCEA's Dual Analog Pad, Dual Shock includes the long-awaited rumble feature. The mushroom-shaped joysticks are more ergonomically designed, too.

NeGcon Analog Controller

From: Namco
Price: $29.99
NeGcon puts a novel twist on driving controllers—literally. Steering is accomplished by twisting the controller, which may take a while to get used to. NeGcon also has two analog buttons for accelerating and braking.

MadCatz Analog Steering Wheel

From: InterAct
Price: $69
While it isn't programmable, the MadCatz Analog Steering Wheel is sturdily built and responsive. The only real drawback is you have to set it on a flat surface in front of you to play. The shifter is a nice bonus, though.

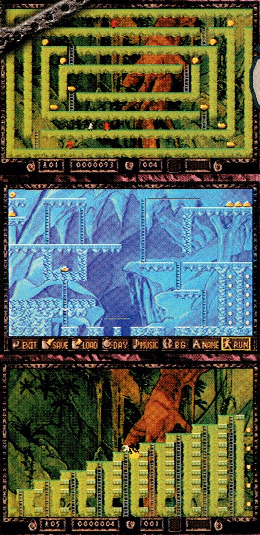
V3 Racing Wheel

From: InterAct
Price: $69
Generally regarded as the Rolls Royce of driving controllers, Interact's V3 is fully programmable and can tilt to a variety of different positions. During play, you may either straddle the V3 (you sit on the flat "wings") or set it on a flat surface, allowing more flexibility than any other wheel.

LEGENDARY LODE RUNNER IS NOW AVAILABLE FOR SONY PLAYSTATION.

LODE RUNNER™

The Legend Returns/Extra



"Hours of classic puzzle entertainment."
-Gamepro, Feb. '98

"This is one game that definitely deserves to be resurrected."
-PlayStation Magazine, Dec. '97

Lode Runner: The Legend Returns and Lode Runner Extra are both included in this exciting 2-in-1 packaging. Dig and blast through hundreds of levels of exciting and challenging game play!

- TWO GAMES ON ONE CD
- OVER 300 CHALLENGING LEVELS
- CONSTRUCTION MODE TO CREATE YOUR OWN LEVELS

PlayStation

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PRESAGE

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

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RATING PENDING

RP

CONTENT RATED BY ESRB

PlayStation

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"The first Batman game worth bragging about."
- PSM

"...Batman has finally arrived in style."
- Ultra Game Players

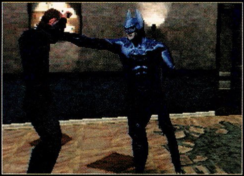
"The graphics are phenomenal, and the capes and environments need to be seen to be believed."
- Game Informer

"BATMAN & ROBIN looks spectacular."
- GamePro

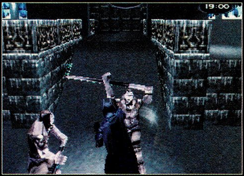
"Believe us, this game is going to rock."
- PSM Online

Get in touch with your dark side.

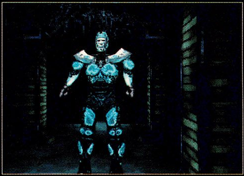
BATMAN™ & ROBIN™



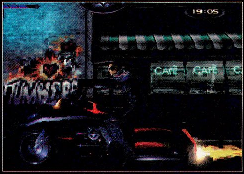
Play as Batman, Robin, or Batgirl™ to thwart Poison Ivy™, Bane™, and Mr. Freeze's™ schemes!



Discover true non-linear gameplay as you fight, sleuth, drive, and explore at will!



Walk down any street and enter buildings in the 26 square mile virtual Gotham City™!



Race Gotham's twisted mean streets in 6 turbo-charged Bat Vehicles!

CORNERING

Skillful cornering will play a huge role in completing each circuit with a quick time. Here are some of the basic techniques on how to enter and exit a corner.

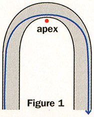


Figure 1

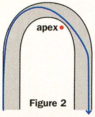


Figure 2

ENTERING A CORNER - The most basic rule to follow when entering a corner is to lightly apply the brake as you are turning the wheel. Releasing the brakes prior to turning the wheel will result in unwanted weight transfer. The weight that shifted to the front tires during braking will shift back to the rear of the car when released. Light pressure to the brakes throughout the turn will increase traction, resulting in better handling through the corner.

EXITING A CORNER - Accelerating out of the turn at the right moment will take some practice. Acceleration should begin at or just before the apex. The apex is as close to the inside lane of the corner as you can get (highlighted in Figures 1 and 2). The apex will vary depending upon the size of the turn and how you plan on getting through it. Figure 1 illustrates that the wider you take a corner, the faster your cornering speed. However, if you are more interested in obtaining a fast lap time, refer to Figure 2. Entering the turn more slowly and at a higher point will allow you to exit the turn into the following straightaway at greater speed. Be sure to shift the weight of the car to the tires requiring the most traction.

5th
al Time
1:24:966
Lap Time
1:09:156
0:15:810
Fastest
1:09:1

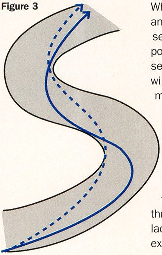
GRAN TURISMO™

While for some it is sheer bliss to simply tear around the track at blinding speeds, others may desire to do it with style. Gran Turismo challenges drivers to take into consideration everything from weight transfer to cornering lines. The following techniques are designed to give you an understanding of several of the basic driving techniques used to improve lap times, not to mention making the game more enjoyable to play.

S-CURVES

One of the fundamental skills in auto racing is always to plan for how you will approach the next corner. A second of uncertainty is all it takes to separate you and that first-place trophy.

Figure 3



When maneuvering through an S-turn, it is important to set yourself up for the second portion of the turn. To exit the second half at a higher speed, you will need to take the first corner more sharply and at a slower speed, as shown by the solid line in Figure 3. Take this line too quickly and your car will drift to the outside and result in a slower exiting speed. Following the dashed line in Figure 3 illustrates the quickest line to getting through multiple turns, but it clearly lacks the potential for that higher exiting speed.

DRIFTING

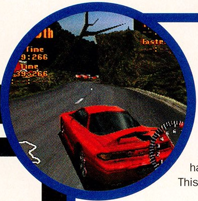
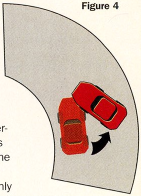


Figure 4



To maintain the fastest speeds possible, you must limit the amount of wear on your tires. Inducing drift is the driving technique created by oversteering, causing the rear of the car to slide (see Figure 4). The trick is not to allow it to slide too much or the car will begin to spin. Finding the right moment to hit the throttle to pull out of the drift will take some practice. Eventually you may even master the inertial drift, which not only slides the car laterally, but continues the car's forward momentum. Complement your drift skills by familiarizing yourself with the art of faint motion. Envision yourself approaching a left-hand curve. Steer the car slightly to the right and then swing it back to the left as you take the turn. This will make turning easier and is an especially handy technique to use when tackling S-curves.

How to start the mother of all wars

{*or why deception, cruelty and betrayal are your friends*}

To start "The War of the Lions," you must use bold strokes. Regicides, double-crosses, violations of queens, good options all. Whatever your plan, once begun, a war of this magnitude is not to be trifled with. This is a brutal conflict of epic proportions, where each hallowed victory brings you closer to the very heart of darkness. Battle after battle, you will command your fighting party across magical lands protected by hostile forces. You will need the help of the bravest warriors, as well as armor, weapons, intricate battle plans and magical spells. Be ruthless. Be clever. Or be dead.

Training an army

{*or how to ensure the biggest, baddest, meanest SOBs are on your side*}

In Final Fantasy Tactics,™ you are Ramza, a young squad leader and an ally of Princess Ovelia. It's up to you to lead an elite fighting squad of your own choosing into battle. You must train them to be powerful Black Mages who can cast magic spells, Summoners who can awaken terrible beasts, Wizards,

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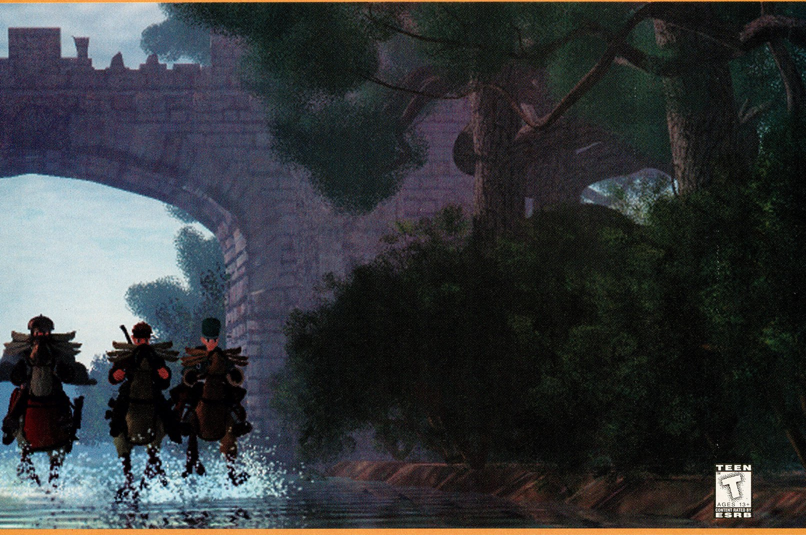

Ninjas, Bards, Archers, Thieves and more. There are nineteen fighting classes and four hundred abilities to master. If you go into battle ill-prepared, may the enemy make the blood run cold from your heart.

Effective Battle Strategies

{*or further discussions from the annals of shoot first, ask questions later*}

As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying.

PlayStation

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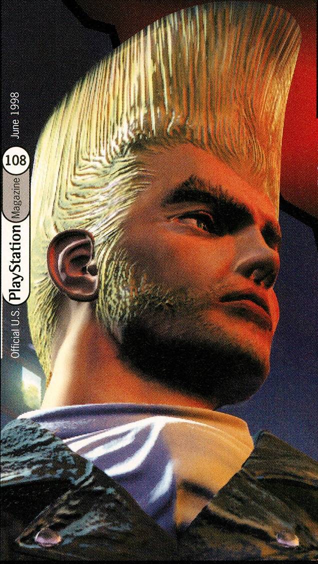
TEKKEN 3

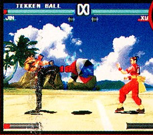
Strategy Update

Move List Key

⁘	Button Configuration
★	Neutral Position
➔	Hold Direction
⇨	Tap Direction
C	While Crouched
S	Sidestep
BT	Back Turned

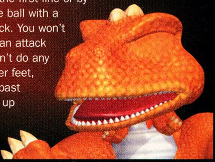
This month our Tekken 3 coverage continues, bringing you up to speed on more additional links, strings and combos for each of the characters as he/she becomes become selectable. Once again, this is by no means a complete moves list. Featured in this issue are moves for the first three characters, Kuma, Julia Chang and Gun Jack. Just how do you get into those hidden features? Read on to discover the key to unlocking the Theater and the Ball Modes, as well as some tips and techniques for defeating Tekken Force Mode.





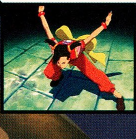
Tekken Ball Mode

Unlocking all of the hidden characters will grant you access to Tekken Ball Mode. The basic idea is to damage your opponent by either getting the ball to drop past the first line or by energizing the ball with a powerful attack. You won't be able to cross the line at mid-court, but you can attack your opponent with traditional moves. These won't do any damage, but if you can knock him/her off his/her feet, it may provide the opportunity to shoot the ball past him/her. The first round you play will put you up against Gon and defeating this pint-sized lizard will allow you to play as him. Head-to-head can be very entertaining.



Theater Mode

Received at the same time as Ball Mode, Theater Mode allows you to view all of the games' cinemas. Although absent from Tekken 1 and 2, you can view their cinemas here as well. Once you have filled all of the cinema boxes, you will have the option to put in either of the previous games and listen to each character's background music. (Don't all rush for Anna's ending at once.)



Tekken Force Mode

SCORE 5240
62
135861
PANDA
FALCON
FALCON

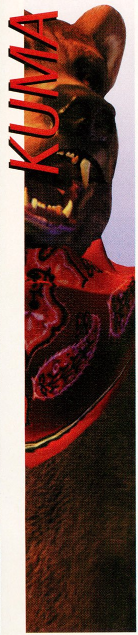
SCORE 53610
99
135861
PAUL
FALCON

The addition of the Tekken Force Mode is certainly a welcome feature to the series. This mode is accessible at the beginning of any new game. Although obtaining Force Mode may be no great feat, completing its four stages is. Your approach to fighting with the enemies should be quite different from your usual one-on-one combat. Attacks will come from multiple enemies, and you will need to find a way to dispose of them quickly and easily if you hope to survive. Finding a suitable character is your first priority. The character you choose should have an attack that will kill most of Heihachi's henchmen with one blow. Wasting time trying to be fancy will only result in your demise. You will also want to focus on your forward progress, staying at the right of the screen to engage attackers before they even come into view. This is not always beneficial to you, but works well through the first two areas. We found that setting the L1 and L2 buttons as you sidestep will make it easier to maneuver. Paul and Kuma are two characters who I would suggest playing as. Both are powerful and you can even set Kuma's right and left punches to one of the shoulder buttons to really cause some mayhem on the battlefield.

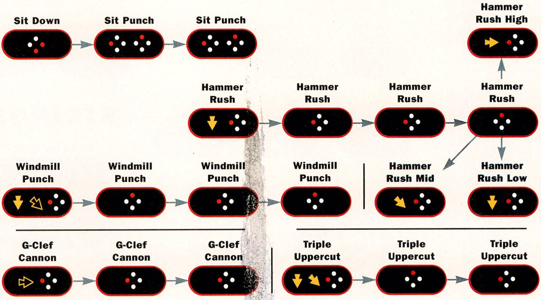
Dr. Boskonovitch

Upon completing the Force Mode, you will receive a key. Repeat this two more times to receive two additional keys and then go through a fourth and final time. After defeating Heihachi, you will fight Dr. Boskonovitch. Defeat him and he becomes the final selectable character.

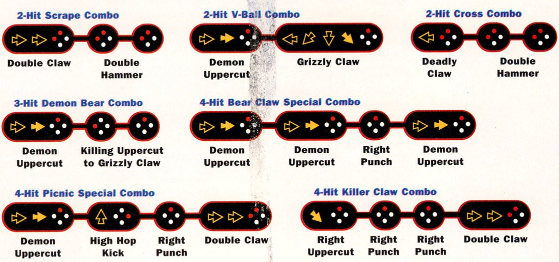
STAGE 1 00'04"80
36
INSERT COIN
DOCTOR.B
XIAOYU



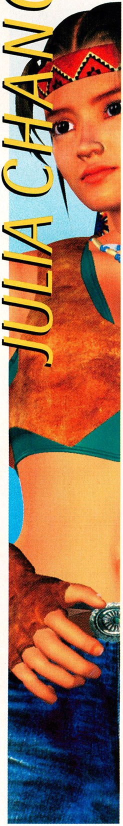
LINKS


Sit Down
Sit Punch
Sit Punch
Hammer Rush High
Hammer Rush
Hammer Rush
Hammer Rush
Hammer Rush
Windmill Punch
Windmill Punch
Windmill Punch
Windmill Punch
Hammer Rush Mid
Hammer Rush Low
G-Clef Cannon
G-Clef Cannon
G-Clef Cannon
Triple Uppercut
Triple Uppercut
Triple Uppercut

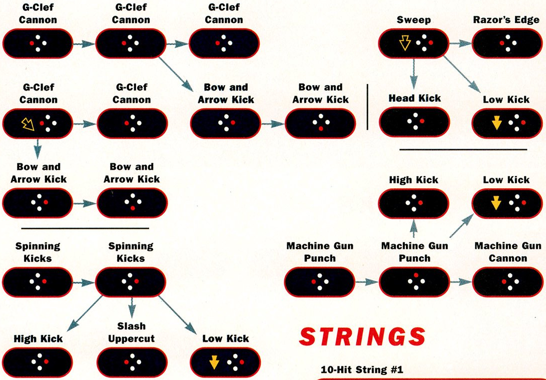
COMBOS


2-Hit Scrape Combo
Double Claw
Double Hammer
2-Hit V-Ball Combo
Demon Uppercut
Grizzly Claw
2-Hit Cross Combo
Deadly Claw
Double Hammer
3-Hit Demon Bear Combo
Demon Uppercut
Killing Uppercut to Grizzly Claw
4-Hit Bear Claw Special Combo
Demon Uppercut
Demon Uppercut
Right Punch
Demon Uppercut
4-Hit Picnic Special Combo
Demon Uppercut
High Hop Kick
Right Punch
Double Claw
4-Hit Killer Claw Combo
Right Uppercut
Right Punch
Right Punch
Double Claw

JULIA CHANG

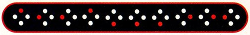


LINKS

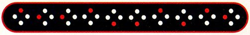

G-Clef Cannon
G-Clef Cannon
G-Clef Cannon
Sweep
Razor's Edge
G-Clef Cannon
G-Clef Cannon
Bow and Arrow Kick
Bow and Arrow Kick
Head Kick
Low Kick
Bow and Arrow Kick
Bow and Arrow Kick
High Kick
Low Kick
Spinning Kicks
Spinning Kicks
Machine Gun Punch
Machine Gun Punch
Machine Gun Cannon
High Kick
Slash Uppercut
Low Kick

STRINGS

10-Hit String #1

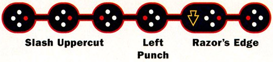


10-Hit String #2

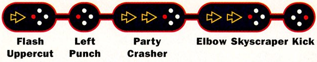


COMBOS

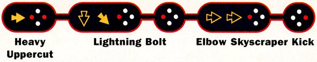
6-Hit Razor's Edge Combo


Slash Uppercut
Left Punch
Razor's Edge

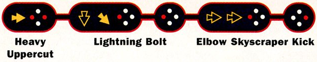
5-Hit Tower of Babel Combo


Flash Uppercut
Left Punch
Party Crasher
Elbow Skyscraper Kick

5-Hit Deadly Thunder Combo

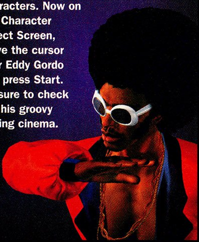

Heavy Uppercut
Lightning Bolt
Elbow Skyscraper Kick

5-Hit Deadly Thunder Combo


Heavy Uppercut
Lightning Bolt
Elbow Skyscraper Kick

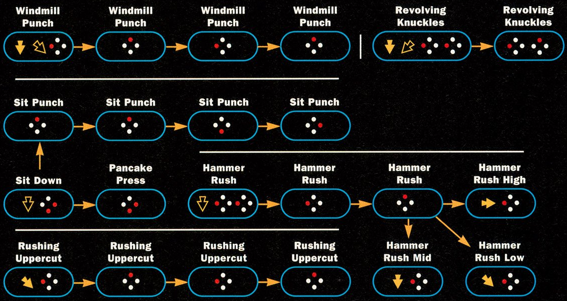
Catch A Tiger By The Toe

How do you get to play as Tiger, ultrafine playboy and disco inferno? Beat the game with the 10 default characters and six of the hidden characters. Now on the Character Select Screen, move the cursor over Eddy Gordo and press Start. Be sure to check out his groovy ending cinema.

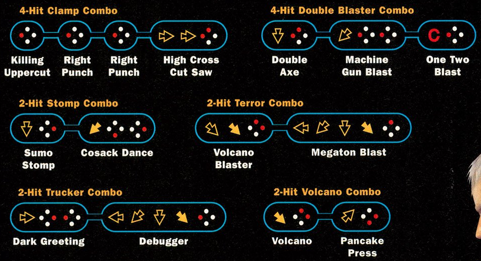


GUN JACK

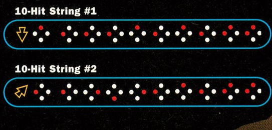
LINKS

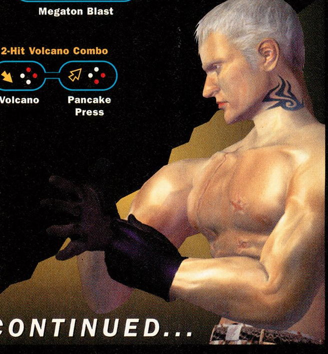

Windmill Punch
Windmill Punch
Windmill Punch
Windmill Punch
Revolving Knuckles
Revolving Knuckles
Sit Punch
Sit Punch
Sit Punch
Sit Punch
Sit Down
Pancake Press
Hammer Rush
Hammer Rush
Hammer Rush
Hammer Rush High
Hammer Rush Mid
Hammer Rush Low
Rushing Uppercut
Rushing Uppercut
Rushing Uppercut
Rushing Uppercut

COMBOS


4-Hit Clamp Combo
Killing Uppercut
Right Punch
Right Punch
High Cross Cut Saw
4-Hit Double Blaster Combo
Double Axe
Machine Gun Blast
C
One Two Blast
2-Hit Stomp Combo
Sumo Stomp
Cosack Dance
2-Hit Terror Combo
Volcano Blaster
Megaton Blast
2-Hit Trucker Combo
Dark Greeting
Debugger
2-Hit Volcano Combo
Volcano
Pancake Press

STRINGS


10-Hit String #1
10-Hit String #2



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Magazine

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a SOFTBANK
company

TRICKS of the trade

Codes and Tricks for the PlayStation

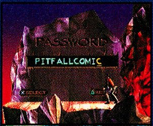
Pitfall 3D

Password Cheats

24292
10:00
ACTIVISION

At the Title Screen, highlight and access the "Password" Option from the Main Menu. From the Password screen, enter any of the following codes for the results shown:

GIVEMELIFE - Adds 10 lives to the next game launched.
PLAYMOVIES - Plays all movies.
PITFALLCOMIC - Plays all of the original comic-style cutscenes.
STEVECRANEME - Gives the player 99 lives.
2DHARRY - Causes Harry to be displayed in 2D.
ZEROGHARRY - Causes Harry to float and twist in the game.
BIGHEADHARY - Makes Harry's head really big.
STOPTALKING - Turns off in-game quips.
CREDITS - Password to gain access to the Credits sequence.
CRANESBABY - Password to gain access to the Original Pitfall game.

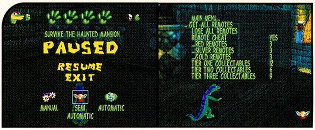

PASSWORD
PITFALLCOMIC
SELECT

Within the Original Pitfall game, you can do a variety of codes:
R1+R2 - Toggles "Gary" head (programmer of the 2600 version).
R1+Circle - Toggles "Elvira" head (daughter of lead programmer).
R1+Triangle - On the screen with the crocodiles, it makes the one on the right say, "Hi Mom!"
L1+L2 - Toggles infinite lives.
Pitfall Credits: Holding the R1 button at the end of the last credit ("Thanks to Families" Screen) brings you to the self-congratulatory credit.

Gex: Enter the Gecko

Debug Menu

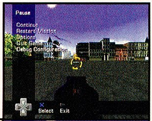
To get the Debug Menu for this 3D adventure, press Start to pause the game. Then hold the L2 or the R2 button and press Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down. You will hear a sound if it was done correctly. Now press Start to unpause the game and then press Select to bring up the Debug Menu! Move up and down the menu with the control pad and access any of the Cheat Menus with the X button. You will be treated to a Level Select and Collectibles Menu, stats and more!

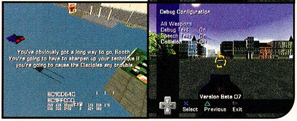

5
6
SURVIVE THE HAUNTED MANSION
PAUSED
RESUME
EXIT
MANUAL
SEMI AUTOMATIC
AUTOMATIC
MAIN MENU...
GET ALL REMOTES
LOSE ALL REMOTES
REMOTE CHEAT
...RED REMOTES
...SILVER REMOTES
...GOLD REMOTES
TIER ONE COLLECTABLES
TIER TWO COLLECTABLES
TIER THREE COLLECTABLES
YES
3
3
3
12
6
9

Auto Destruct

Debug Mode

In the middle of the game, press the Start button to pause. Now press the following buttons in this order: Up, Right, Left, Down, Circle, L1, R1, R1, L1, Circle, Down, Left, Right, Up. You will hear a sound and the words "Debug Configuration" will appear underneath the Quit Game option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!


Pause
Continue
Restart Mission
Options
Quit Game
Debug Configuration
Select
Exit



You've obviously got a long way to go, Booth. You're going to have to sharpen up your technique if you're going to cause the Disciples any trouble.

Debug Configuration
All Weapons
Debug Text On
Speech Text On
Collision Off
Version Beta 07
Select
Previous
Exit

Do you have a trick that you, and only you know? Don't hold back—write us at...

Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

Sorry, we cannot respond to individual letters asking for codes or tricks.

Skullmonkeys

Maximum Lives, Free Halo

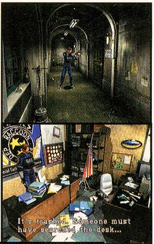
To get the maximum amount of lives in the game (99), just enter this code while the game is paused: L1, Triangle, Down, Left, Circle, Select, Square, Right. To get a free Halo, which will protect you from one hit, pause the game and enter the following trick: R2, Circle, Circle, Down, Left, Circle, Right, Down.

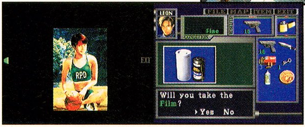
27
1970
1970
1970
1
99
PAUSED
CONTINUE
QUIT
0
0
0
0

Resident Evil 2

Hidden Picture of Rebecca Chambers

In the S.T.A.R.S. office, inside the police building, inspect the desk to the far left of the room that says, "It's trashed. Someone must have searched it." when you examine it. Examine the desk 50 times and then you will notice that you can pick up a roll of film. Take this film to the Dark Room and examine it. It will turn out to be a picture of Rebecca Chambers from the first Resident Evil game, in a basketball uniform!


It's trashed. Someone must have searched the desk...



Will you take the Film?
▸Yes No

Triple Play 99

In-Game Cheats

To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

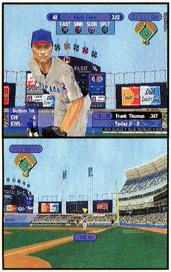
Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right.

Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square.

Cheat Crowd Comment - Up, Triangle, Down, X.

Cheat Weather Comment - X, Down, Triangle, Up.

Cheat Sponsor Comment - Left, Square, Right, Circle.



Cheat Nickname Game - Circle, Right, Square, Left.

Cheat Historical - Up, Triangle, Right, Circle.

Cheat Stadium Info - Down, X, Right, Circle.

Cheat Crowd Applause - Triangle, Up, Up, Triangle.

Cheat Crowd Cheer - Square, Left, Left, Square.

Cheat Crowd Ooh - X, Down, Down, X.

Cheat Boo - Circle, Right, Right, Circle.

Cheat User Cam - Right, Left, Up, Down, Right, Left.

Cheat Overview of Batter - Left, Square, Up, Triangle.

Spawn

Various Codes

PAUSED
CONTINUE
LOAD
SAVE
OPTIONS
QUIT

Level Skip - Pause the game, then hold down L1 + R1 + L2 + R2and press Triangle, X, Square, Circle, Circle, Circle.

Invincibility - Pause the game, then hold down L1 + R1 and press Triangle, Triangle, X, X, Square, Circle.

Invisibility - Pause the game, then hold down L1 + R1 and press Square, Square, Circle, Circle, Triangle, X.

All Power-ups - Pause the game, then hold down L2 + R2 and press Triangle, Circle, Square, X, Triangle, X.

All Items - Pause the game, then hold down L2 + R2 and press X, Square, Circle, Triangle, Square, Circle.

Reset Physical Ability - Pause the game, then hold down L1 + R1 and press X, Circle, Triangle, Square, X, Circle.

Reset Magic Ability - Pause the game, then hold down L1 + R1 and press Triangle, Circle, X, Square, Triangle, Circle.

TRICKS of the trade

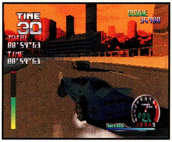
Codes and Tricks for the PlayStation

Ray Tracers

Hints and Tricks

Here's some key info:

- Power Skids: To make it around some of the sharper bends at high speeds, perform a power skid. When a sharp turn comes up, tap the brakes lightly and turn hard in the direction you want to go. Make sure you're still pressin' the accelerator. Your car's tail will spin around the bend. Straighten out you car to complete the turn.



- Higher Top Speed: It's a good idea to start out with the Automatic transmission to learn the tracks. Once comfortable with the tracks, try the Manual transmission. With Manual, you'll achieve higher top speeds.

- Secret Car: To get one of the secret cars, play Time Trial Mode against Tsumuji and defeat him. After beating him, you will have access to a new fast and powerful car.

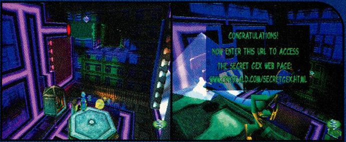
Final Fantasy Tactics

Get Cloud in Your Party

This trick starts in Chapter 4, which is fairly far into the game. In Machinery City, you will find an ancient robot. Even though you can't activate it, it is important, so remember it. From there go to the Royal Capital and enter the bar there. Ask for some information; you should learn about the Saint Dragon, and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take that back to Machinery City and use the stone on the robot. Once it becomes functional, leave. On your way out, you should find another machine, but you can't do anything with it yet.

Leave the city and head for Nerubes Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future; he will join you.

Now find Aeris in one of the towns nearby and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will join your party officially.



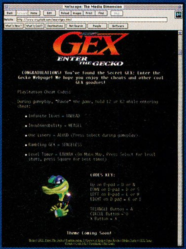
CONGRATULATIONS!
NOW ENTER THIS URL TO ACCESS
THE SECRET GEX WEB PAGE:
WWW.CRYSTALD.COM/SECRETGEX.HTML

Gex: Enter the Gecko

Many Codes

Use this legend to use the tricks commands:

Up = U or N
Down = D or S
Left = L or W
Right = R or E
Triangle = A
Circle = O
X = X



http://www.crystald.com/secretgex.html

CONGRATULATIONS! You've found the Secret GEX: Enter the Gecko Webpage! We hope you enjoy the cheats and other cool GEX goodies!

PlayStation Cheat Codes:

During gameplay, "Pause" the game, hold L2 or R2 while entering cheat:

- Infinite lives = UNDEAD
- Invulnerability = WEASEL
- One Liners = ALOUD (Press select during gameplay)
- Rambling GEX = SENSELESS
- Level Timer = EARWAX (On Main Map, Press Select for level stats, press Square for best times)

CODES KEY:

Up on D-pad = U or N
DOWN on D-pad = D or S
LEFT on D-pad = L or W
RIGHT on D-pad = R or E

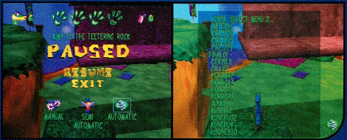
TRIANGLE Button = A
CIRCLE Button = O
X Button = X

Theme Coming Soon!

In the game, press **Start** to pause, and then hold **L2** or **R2**. Using the legend, spell out the words as shown using the correct buttons for various results. You should hear a sound to confirm that the codes have been entered correctly:

UNDEAD = Infinite lives
WEASEL = Invulnerability
RELEASE = Level Select
ALOUD = One-liners (press **Select** to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game (Choose a level on Game Stats and press **Square** for the best times.)

There is also a level in the game called www.dot.com in which you can find a special question mark above the brown computer chip. Hit the question mark with your tail to reveal a secret Web site that contains most of the hints shown above!



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Order **Back Issues** Today!

Each issue is bursting with previews and reviews of the hottest games as well as the most in-depth and comprehensive game strategies available in a magazine. There's lots of cheat codes as well! To order, simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to: ***Ziff-Davis, Inc.*** For shipping and handling add $2 for U.S., $3 for Canada and $5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to: ***Ziff-Davis, Inc. Back Issues 1920 Highland Avenue, #222 Lombard, IL 60148***

Issue #1– $15

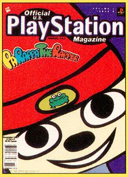
Official U.S. PlayStation Magazine
Premiere Issue!
Exclusive Demo Disc
Ghost in the Shell
Killer Final Fantasy VII

October 1997

Ghost in the Shell Feature
Final Fantasy VII Strategy

Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force
non-playables: Tomb Raider II, NFL GameDay 98

Issue #2– $10

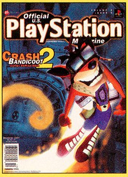

Official U.S. PlayStation Magazine
PaRappa The Rapper

November 1997

PaRappa the Rapper Feature
Bushido Blade Strategy

Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars
non-playables: NHL FaceOff 98, Ghost in the Shell

Issue #3– $10

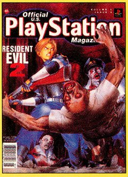

Official U.S. PlayStation Magazine
Crash Bandicoot 2

December 1997

Ultimate PlayStation Setup
Cool Boarders Strategy

Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kâsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One

Issue #4– $10

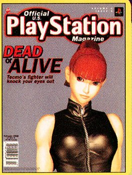

Official U.S. PlayStation Magazine
Resident Evil 2

January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

Issue #5– $10


Official U.S. PlayStation Magazine
Dead or Alive
Tecmo's fighter will knock your eyes out

February 1998

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer
non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

Issue #6– $10

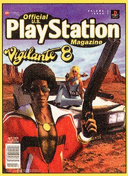
Official U.S. PlayStation Magazine
Final Fantasy Tactics

March 1998

Final Fantasy Tactics Feature
A Look Ahead to '98

Demo Disc includes:
playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: NBA ShootOut 98, Saga Frontier, Alundra, Mega Man Neo

Issue #7– $10

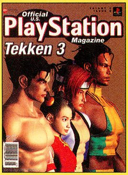

Official U.S. PlayStation Magazine
Vigilante 8

April 1998

10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes:
playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE
non-playables: Blasto, Grandstream Saga

Issue #8– $10


Official U.S. PlayStation Magazine
Tekken 3

May 1998

Psybadek Feature
Tekken 3 Strategy

Demo Disc includes:
playables: Einhänder, Gex: Enter the Gecko, Klonoa
non-playables: Dead or Alive, Gran Turismo

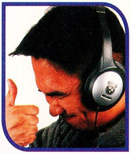
g.e.a.r.

gadgets, electronics, arts and recreation

✪✪✪✪✪ **5G No question, this should be in your home**
✪✪✪✪ **4G Recommended, very cool**
✪✪✪ **3G Pretty good, check it out**
✪✪ **2G Below average**
✪ **1G Very lame**

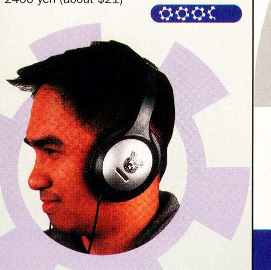
Headphones

Resident Evil 2 is one of those games that are just plain scarier played in a dark room with the sound turned up. You can't always play with the blinds closed, but you can wear ASCII's BioHazard S.T.A.R.S headphones. The headphones have the logos and decals of the Raccoon police force on the earpieces to make you feel extra special. The headphones are fairly light and can be adjusted to fit a wide range of craniums. When tested against other headphones in the same price range, the BioHazard model came out ahead. There's padding in the headphones that creates some space between your ears and the earpiece creating a spatial effect that really works. It's uncertain whether ASCII will market the headphones here, but it wouldn't be a bad idea given the popularity of Resident Evil 2 and the quality of the headphones.



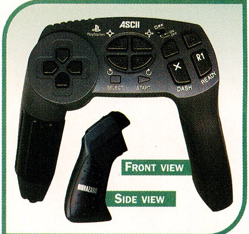
– ASCII (Japan only)
2400 yen (about $21)

✪✪✪◐



BioHazard Controller

How many times have you played Resident Evil 2 and wished you had a custom controller built especially for the game? ASCII must have thought gamers in Japan were thinking such a thing and released a controller specifically for BioHazard 2 (Japanese name for Res 2). Similar to the headphones, this controller has all kinds of official logos plus it has Leon and Claire on the box. The two outstanding features on the controller are the pistol grip with a trigger on the right-hand side and the two-piece directional key pad. This lets you move the characters with a bit more precision. Since the button configuration of the controller is different from the U.S. game (plus you can't change it in the game), it's pretty useless to U.S. gamers in its current form. It would be interesting if this were brought out here. You aren't missing anything if it isn't though.



FRONT VIEW

SIDE VIEW

– ASCII (Japan only) 2900 yen (about $25)

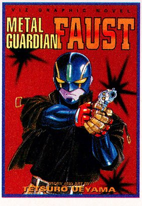
✪✪

Books

Metal Guardian Faust

When technology has the desire to become human, only one thing can stop its threats on a little girl's life—Faust. This futuristic tale of a robotic protector doing his job to save a girl from becoming the host body for a twisted robot is a quick read, but is gripping from cover to cover.

Tetsuro Ueyama's art style is a good mix of action and tranquility, and the action sequences are drawn so that you can find order in the chaos. While reading *Metal Guardian Faust*, it's not too much of a stretch to imagine this story in animated form (and maybe someday, they'll do one). This first volume is only the start of the story, there's still no closure to the events that unfold here. Faust can best be described as a *Terminator*-type robot, but later on we find out that he's more human than he seems at first. Overall, an enjoyable read.

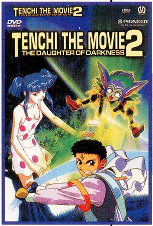


– Viz Graphic Novel, $16.95

✪✪✪✪

Anime DVD

Tenchi the Movie 2

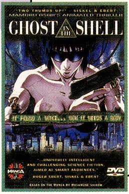

TENCHI THE MOVIE 2
DVD
PIONEER
TENCHI THE MOVIE 2
THE DAUGHTER OF DARKNESS

The second movie based on the popular OAV series is a huge improvement over the first one. The story revolves around a little demon who has a grudge against Tenchi's family and wreaks all kinds of havoc. The animation quality is top-notch and the sound is phenomenal. There's also a load of extras like detailed character background information, interactive menus and multiple views on the ending credits. This is also one of the few anime DVD titles that allow you to hear Japanese dialogue in 5.1 surround. Usually, the English language track is always remixed and superior to the original dialogue. *Tenchi the Movie 2* is an excellent movie that you should definitely check out.

– Pioneer $29.95 (DUB/SUB/LBX)

●●●●◐

Ghost in the Shell


"TWO THUMBS UP!" SISKEL & EBERT
MAMORU OSHII'S ANIMATED THRILLER
GHOST IN THE SHELL
IT FOUND A VOICE... NOW IT NEEDS A BODY
"...UNUSUALLY INTELLIGENT AND CHALLENGING SCIENCE FICTION, AIMED AT SMART AUDIENCES."
ROGER EBERT, SISKEL & EBERT
MANGA
DVD
BASED ON THE MANGA BY MASAMUNE SHIROW

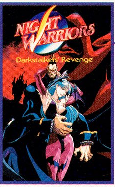
It seemed like it took forever to be released, but the wait was more than worth it. The graphic quality of the animated motion picture is amazing and the sound gets a huge boost from the format. Check out our October issue for the full back story of *Ghost*. All you need to know is that you should have this disc in your collection!

– Manga Entertainment $29.95 (DUB/SUB/LBX)

●●●●●

Anime Video

DarkStalkers Vol. 1

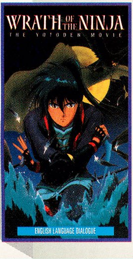

NIGHT WARRIORS
Darkstalkers' Revenge

Viz Video brings the second major Capcom series to be turned into animated form to the United States in a set of four original animation videos (OAV, for short). The first sets up the story of Dimitri's quest to control both the human and the dark worlds. Viz's dub of this Capcom masterpiece fits well, and the animation quality is really high. If you're a fan of the games, it's not to be missed.

– Viz Video $19.95 (DUB), $24.95 (SUB)

●●●◐

Wrath of the Ninja: The Yotoden Movie


WRATH OF THE NINJA
THE YOTODEN MOVIE
ENGLISH LANGUAGE DIALOGUE

Wrath of the Ninja is basically a collection of the Yotoden OAV episodes. If you were a fan of Ninja Scroll, this is much like that, although with more story development and a few less fight sequences. There's plenty of action here, especially toward the end as our heroes (and heroine) get closer to their final battle.

– Central Park Media $24.95 (DUB)

●●●◐

Music

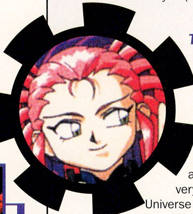
Tekken 3 Techno Maniax

namco
TEKKEN 3
PONY CANYON

This seven-track disc features funky remixes of a select group of Tekken 3 characters including Paul Phoenix, Forest Law, Nina Williams and King. The grooves are pretty solid and are quite catchy after a few listens. Some of the favorite tracks around the office are of Lei Wulong and Paul. You should be warned that most of these remixed tracks sound nothing like they did in the game.

– PonyCanyon/ Namco (Japan only) 2854 yen (about $24)

●●●

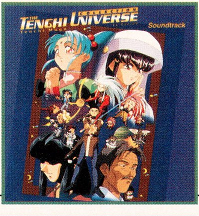


The Tenchi Universe Soundtrack

The Tenchi Universe is the television series that was spawned from the OAV series. The music in the OAV and the movies are very cool, so the Universe collection should be an easy bet for fans of the series. If you're not extremely familiar with the title, you can still have a lot of fun with the wacky songs and catchy lyrics. This collection has songs sung in Japanese and in English so some of those memorable lyrics will take practice and strong memorization skills. Perhaps a couple Japanese classes as well.

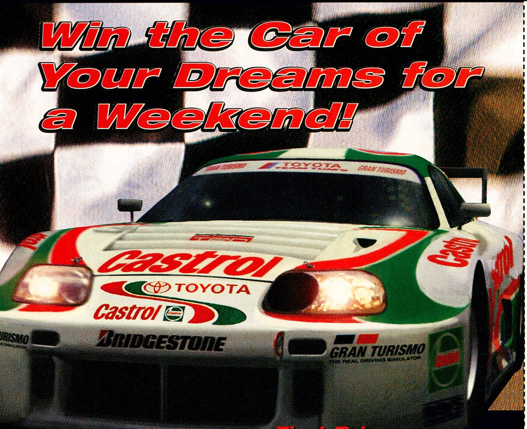
– Pioneer $16.95

●●●◐


THE TENCHI UNIVERSE COLLECTION
Soundtrack

GRAN TURISMO™

Win the Car of Your Dreams for a Weekend!



First Prize (1 winner)

A copy of Gran Turismo, CD carrying case and one-year subscription to the *Official U.S. PlayStation Magazine.*

Grand Prize (1 winner)

Receive a voucher for a weekend rental. Choose from: Dodge Viper, Corvette, Mazda Miata and tons of other cars. (Car choice will depend on the city, outlet and availability.) Winner will also receive a copy of Gran Turismo and a one-year subscription to the *Official U.S. PlayStation Magazine.*

Second Prize (5 winners)

An exclusive Gran Turismo keychain, PlayStation-branded T-shirt and a one-year subscription to the *Official U.S. PlayStation Magazine.*

PlayStation®

Official U.S. PlayStation Magazine

Gran Turismo Challenge Sweepstakes

1. No Purchase Necessary. To enter fill out and send in the attached entry form (one form per envelope). Or send a post card with your name, age, address, phone number and your answers to the above trivia questions to: *The Gran Turismo Challenge, c/o Linzee International, 1306 Old County Road,Belmont, CA 94002*. It is not necessary to answer any or all the trivia questions correctly to be entered. Entries must be received no later than July 31, 1998. Sony Computer Entertainment America (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries.

2. Prizes: One (1) Grand Prize winner will receive a two-day/weekend (Saturday & Sunday) automobile rental (which shall include insurance), a copy of Gran Turismo software and a one-year subscription to the *Official U.S. PlayStation Magazine* (approximate retail value will vary depending on vehicle model chosen, rental facility, and city/state of winner's residence). The rental facility will be at the sole discretion of SCEA, based on all available auto rental facilities within a 30 mile radius. If no auto rental facilities are located within this area, rental shall occur at the nearest facility to winner's home. Winner shall have his/her choice of auto make & model, subject to availability and rental selection at the chosen facility. Winner has one year from the date of notification to redeem the Grand Prize. SCEA is not responsible for any fees for extra mileage over 100 miles. One (1) First Prize winner will receive a copy of Gran Turismo, a PlayStation branded CD carrying case and a one-year subscription to the *Official U.S. PlayStation Magazine* (approximate retail value of $145.00). Five (5) Second Prize winners will each receive a PlayStation branded T-shirt, a Gran Turismo branded key chain and a one-year subscription to the *Official U.S. PlayStation Magazine* (approximate retail value of $85.00). Sponsor reserves the right to substitute prize of equal value if prize is unavailable. Prizes are non-transferable and no substitutions allowed.

3. Winners: Winners will be determined by a single random drawing of all valid entries received by the Sponsors, whose decisions are final. Drawing will be held on or about August 5, 1998. Winners shall be notified by mail and/or telephone. Please allow 8–10 weeks for fulfillment of prizes.

4. Odds of Winning Sweepstakes: The odds of winning depends on number of valid entries received.

5. Eligibility: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 7 days of receipt or forfeit prize. If the winner is a minor, then prize may be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize.

7. Winners List: To obtain list of winners, send a stamped, self-addressed envelope to: Gran Turismo Challenge Winners List, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002. Requests for winners list must be received by August 30, 1998. Please allow four (4) weeks for delivery of winners list.

8. Restrictions: Void where prohibited or restricted by law.

Take the Gran Turismo™ Drivers Test and Win Big!

1. *What kind of video game is Gran Turismo?*
☐ Racing
☐ Platform
☐ Fighting
☐ Sports

2. *What video game system is Gran Turismo exclusively available on?*
☐ Sega Saturn
☐ Nintendo 64
☐ PlayStation
☐ Home Computer

3. *A red flashing light at an intersection means that you must?*
☐ Slow down before entering.
☐ Stop before entering, then proceed when safe.
☐ Wait for the green light.
☐ Allow cross traffic to go first.

4. *How many cars are available in Gran Turismo?*
☐ 100
☐ 125
☐ 140
☐ Over 140

5. *Gran Turismo features an Arcade Mode with jumps, powerslides and excessive speeds?*
☐ True
☐ False

Name: ______________________

Address: ______________________

____

Age: ________ Gender: ☐Male ☐Female

Phone: ______________________

Send in your entry to:
The Gran Turismo Challenge,
c/o Linzee International,
1306 Old County Road
Belmont,CA 94002.

All entries must be received by **July 31, 1998.**

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Next Month

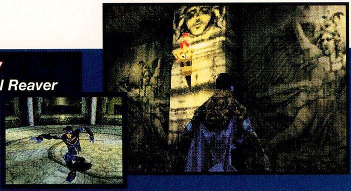
in the Official U.S. Playstation Magazine

PlayStation Fall Preview

The Electronic Entertainment Expo will be taking place in May and we'll have the scoop on the biggest titles heading your way this Christmas. What surprises will be revealed? What will be the hottest title of the season? All this and more will be uncovered by the crack *OPM* team of editors and made to look pretty by our art directors.

Mega Preview

Legacy of Kain: Soul Reaver



We travel to the offices of Crystal Dynamics for a hands-on peek at this revolutionary new game.

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Win ASC Games and Anime Videos

TOP 10 MOST WANTED SWEEPSTAKES

Official Sweepstakes Rules:

1. No Purchase Necessary: To enter, send a letter or standard size postcard containing your name, address, and phone number together with your list of 10 most wanted video games to Top Ten Most Wanted, Official U.S. PlayStation Magazine, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148 or e-mail it to dindo_perez@zd.com or fax it to (630) 916-7227. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per month.

2. Prizes: One Grand Prize winner will receive one (1) video game as determined by ASC Games. Grand Prize has an approximate retail value of $45. Winners shall be determined by a random drawing of all valid entries by OPM editors whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. **3.** Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Neither Ziff-Davis Inc., ASC Games nor their respective affiliates, subsidiaries, divisions, or related companies are responsible or liable for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize **5.** Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to Top 10 Most Wanted Winners List, 1920 Highland Avenue, Suite 222, Lombard, Illinois 601448. Allow 4 weeks for delivery of winners list **6.** Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

IMPORT GAMES SWEEPSTAKES

Official Sweepstakes Rules: (same rules as above with these exceptions below)

1. No Purchase Necessary: To enter, send a letter or standard size postcard containing your name, address, and phone number together with your list of 10 most wanted video games to Import Games Sweepstakes, Official U.S. PlayStation Magazine, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148 or e-mail it to dindo_perez@zd.com or fax it to (630) 916-7227. **2.** Prizes: One Grand Prize winner will receive one (1) video cassette of anime. Grand Prize has an approximate retail value of $25. Winners shall be determined by a random drawing of all valid entries by OPM editors whose decisions are final. **4.** Manga Video nor their respective affiliates, subsidiaries, divisions, or related companies are responsible or liable for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of priz **3.** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to Import Games Winners List, 1920 Highland Avenue, Suite 222, Lombard, Illinois 601448. Allow 4 weeks for delivery of winners list.

Official U.S. PlayStation Magazine
All-Strategy Special Issue!
THE MOST Tricks EVER!
INSIDE: Codes and Tricks for Over 275 PlayStation Games!
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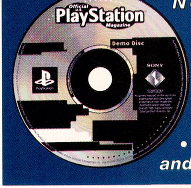
Crash 2
Resident Evil 2
Plus: 60 Pages of Strategies!

Strategy Special

Due to the overwhelming request for tricks and strategies, we have put out a special magazine solely dedicated to providing the best strategies not to mention a monstrous code and tricks archive. No disc comes with this special issue, but it doesn't need one. An incredible must-have reference book for PlayStation enthusiasts.

Check Out Our Next Demo Disc!



- Gran Turismo
- Jersey Devil
- Tomba
- Blasto
- NBA ShootOut
- Speed Racer
- Granstream Saga

and much more!!

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4 DIFFERENT SHIPS.

PLAYER NO.1

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PLAYER NO.2

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PlayStation

TEEN
CONTENT RATED BY ESRB

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